



Shadow World™

CYCLOPS VALE™

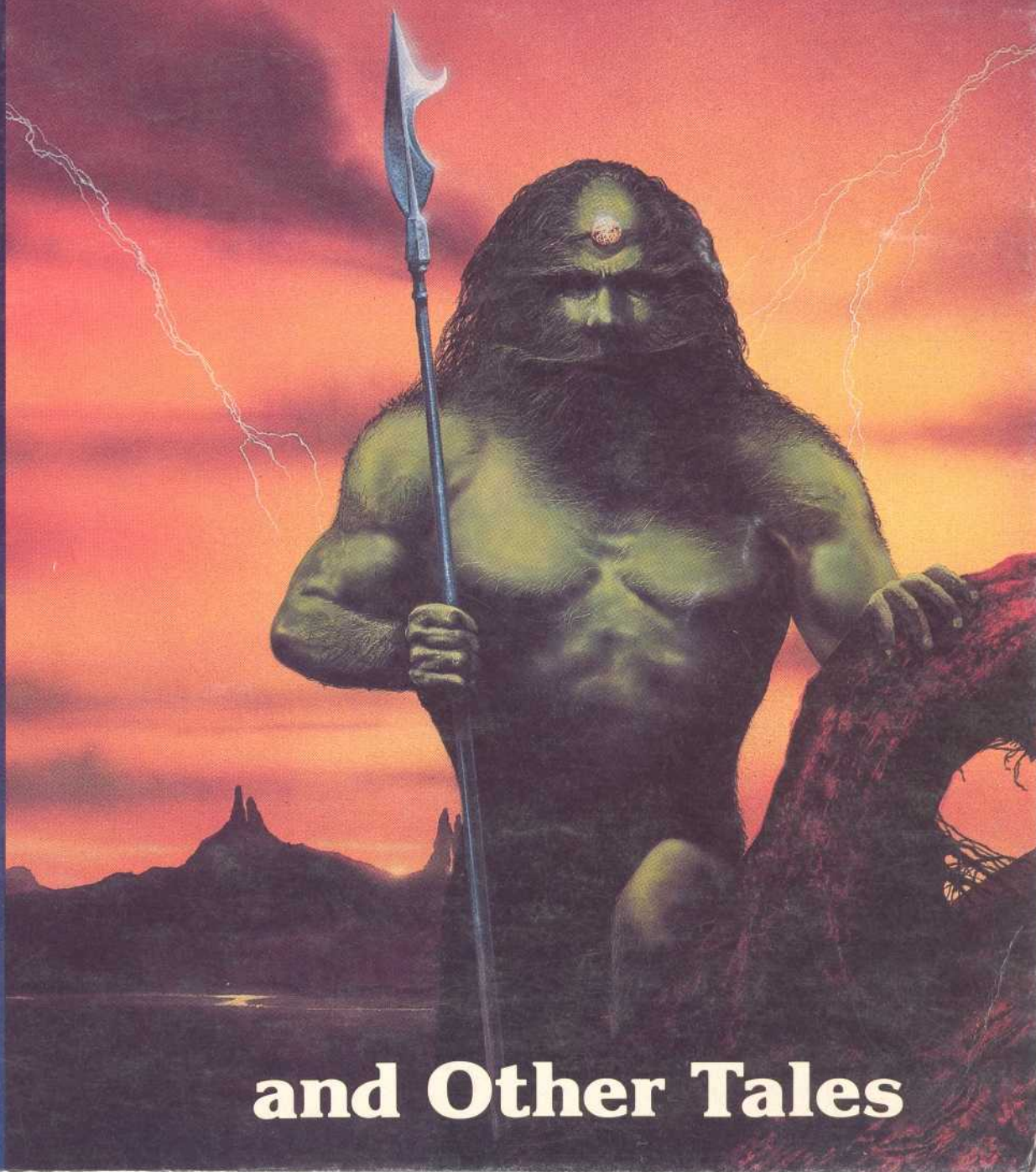
Journey in a mountain region, where dangers abound! Wander a mining town or search a hidden lake for sunken treasure in a series of wild adventures set outside the bounds of civilized lands.

Shadow World is the planet Kulthea, a unique fantasy environment for use with both **Rolemaster™** and **Fantasy Hero™**.

It is also adaptable to most other fantasy role playing games.



and Other Tales



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Produced and distributed by Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA, 22902. Phone: 804-295-3918; FAX: 804-977-4811. First U.S. Edition: 1989.

Stock #6009

ISBN 1-55806-042-1

• INTRODUCTION TO SHADOW WORLD •

A NOTE TO THE GAMEMASTER

Each *Shadow World* module is designed to be used with ICE's *Rolemaster* and *Fantasy Hero* Fantasy Role Playing systems. All character statistics, spells, combat abilities, etc. are provided along with guidelines for use with both systems. As always, you as GM should feel free to change certain game statistics or scenarios; however, please take care to maintain the established play balance.

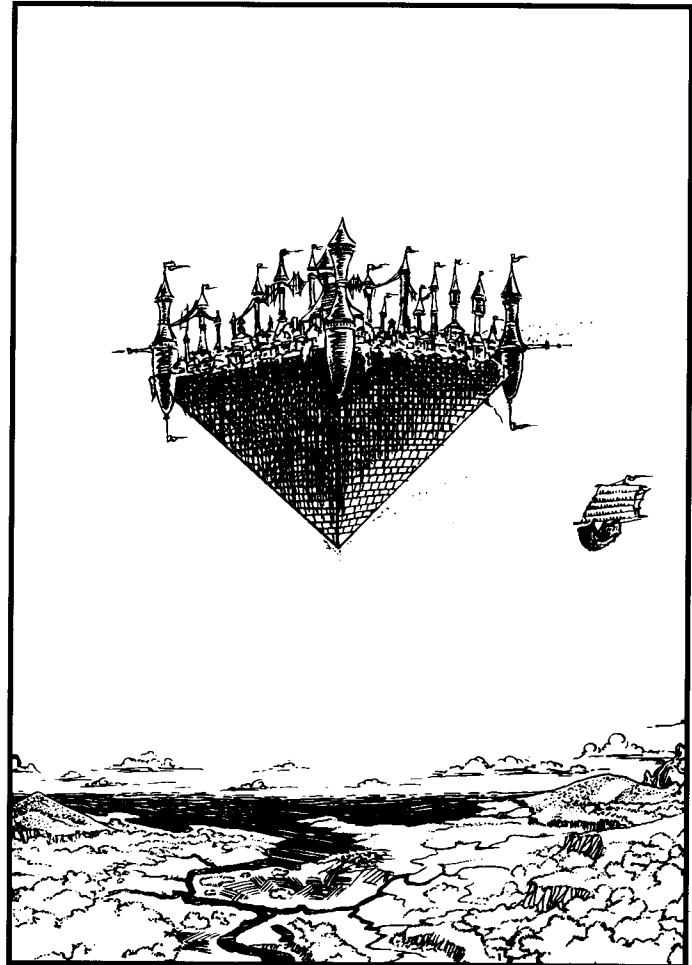
KULTHEA

Kulthea is a large planet of extraordinary contrasts. With a circumference of 27,000 miles, this seventh of fifteen world holds relatively few large land masses compared to the vast seas which cover most of it. Numerous volcanic atolls and islands dot the rugged surface of the Shadow World, which is largely unexplored and seismically unstable. A dearth of heavy elements keeps technology at a primitive level; for example, no chemical explosives exist, other than through the direct and extremely rare use of Essence. The world holds in orbit five moons, but only one—Orhan -- significantly affects tides and currents. Flora and fauna of every manner flourish, as do several races of intelligent beings isolated from one another by natural barriers, Essence Flows and eras of distrust and superstition.

DIFFICULTY MODIFIERS

Tasks in *Shadow World* modules are often described in terms of Difficulty Modifiers. Each term corresponds to a numerical modifier in *Rolemaster* or *Fantasy Hero*.

Term	RM	FH	Term	RM	FH
Routine	+30	+4	Very Hard	-20	-2
Easy	+20	+2	Extremely Hard	-30	-4
Light	+10	+1	Sheer Folly	-50	-6
Medium	±0	±0	Absurd	-70	-8
Hard	-10	-1	Insane	-100	-10



Note: *Cyclops Vale* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions.
A = Arms; E = Essence; C = Channeling; M = Mentalism.

RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.
Archmage (C-E-M)	Mystic	Delver (A-E)	Bard	Noble Warrior (A-M)	Ranger
Assassin (A)	Rogue	Dervish (A-C)	Monk	Paladin (A-C)	Ranger
Barbarian (A)	Fighter	Dream Lord (E)	Illusionist	(The) Professional (A)	No Prof.
Bashkar (A)	Fighter	Druid (C)	Animist	Runemaster (E)	Alchemist
Beastmaster (A-E)	Ranger	Duelist (A)	Fighter	Sage (M)	Seer
Bounty Hunter (A)	Fighter	Farmer (A)	No Prof.	Sailor (A)	Rogue
Burglar (A)	Thief	Gypsy (A)	Rogue	Scholar (A)	No Prof.
Cavalier (A)	Fighter	High War. Monk (A)	Warrior Monk	Shaman (C)	Animist
Chaotic Lord (A-C)	Ranger	Macabre (A-E-C)	Sorceror	Sleuth (A-C)	Bard
Conjuror (E)	Magician	Magus (C-E)	Mystic	Trader (A)	Rogue
Crafter (E or C or M)	No Prof.	Montebanc (A-M)	Bard	Warlock (C-M)	Astrologer
Craftsman (A)	No Prof.	Moon Mage (A-C)	Monk	Warrior (A)	Fighter
Crystal Mage (E-C)	Sorceror	Necromancer (E-C)	Sorceror	Warrior Mage (A-E)	Bard
Dancer (A)	Warrior Monk	Nightblade (A-M)	Monk	Witch (E-C)	Sorceror

PART I

• INTRODUCTION •

Shadow World adventures are designed for Gamemasters and players who seek fully developed and challenging game scenarios which can be set up and played in very little time. The Adventures are located in and around a detailed setting suitable to serve as the focus of a campaign.

"The Cyclops Vale" has three main parts. Part I introduces guidelines regarding the use of this module, as well as a history of the region. Part II presents the adventures. Each adventure stands on its own, although they may be linked to provide numerous possibilities for campaigning. They can be set anywhere in Kulthea or in any campaign world. Part III includes the Beast, NPC, Herb & Poisons, and Encounter Tables for the Rolemaster and Fantasy Hero systems. All charts are located at the back of the book, permitting easy reference. Area maps detail the region surrounding the adventure locations in addition to documenting the sites themselves.

WHY TRAVEL TO THE PELIGRIS REGION?

LOW-LEVEL PCs

- **Prospecting.** The Peligris region is largely unexplored. PCs might discover a new vein of precious metal and encounter fearsome beasts.
- **Rare Herbs.** PCs are sent by an elderly herbalist to procure a Pok mushroom which only grows in sheltered mountain crevices. This fabled fungus will restore the fever-damaged brain of a wealthy man's son. He has offered to pay 400 gp for a Pok (200 to the herbalist who identifies it and 200 to the PCs).

WEATHER CHART

Month	Vales	High Mountains	Peaks
Tirili (Spring)	35-65° moderate	25-50° heavy	15-35° moderate
Arili (Summer)	55-85° dry	40-60° moderate	25-45° moderate
Norili (Autumn)	30-50° moderate	25-45° dry	5-30° dry
Kirili (Winter)	0-40° dry	-5 to 30° dry	-15 to 15° very dry
Larili (Winter/ Spring)	25-50° moderate	10-40° moderate	0-30° dry

Precipitation Codes denote approximate amount of rainfall per season. Heavy = 8-10"; Moderate = 4-6"; Dry = 2"-4"; Very Dry = Less than 2".

MID-LEVEL PCs

- **Hunting.** Gryphons have been attacking the outskirts of the town of Coronan. A reward of 50gp per Gryphon-head is offered by Lord Canarvon.
- **Bodyguards.** The Lord wants a trade agreement with the Hirazi and hires the PCs to guard his Diplomats, who travel to the Aerie high in the Peligris.
- **Treasure.** PCs have chanced to hear of the legend of Kuvera, the Lost Lake of Gold. Supplies may be obtained at Coronan.

HIGH-LEVEL PCs

- **Dragon Hunt.** The PCs need the inner gizzard of a Light Drake so that an alchemist can create a wand of Light Law.
- **The Obelisk.** A mystery from the Second Era begs unraveling.

1 • A HISTORY OF PELIGRIS

Long ago, in the Second Era of Ire, The evil Sorceress Tirrena occasionally lived in the region later known as Peligris. The area could be thought of as her private retreat, since she would often come here to rest from the arduous task of conquest. At the end of the Second Era, Tirrena was slain, but her legacy lives on. On the summit of Mount Nalrothorn (H. "Sky-needle") a spire of black basalt stretches to the sky. This sky needle is rumored to be the only creation of Tirrena to survive into the Third Era.

After the tumult of the Second Era, a group of avian humanoids known as Hirazi occupied the mountainous lands of Peligris (H. "arduous journey's reward"), after searching years for a suitable nesting site. Being civilized, the Hirazi did not like monsters (Tirrena's pets) so nearby their fledglings. Thus, the mightiest warriors from the flock spent two decades clearing the mountain-sides of destructive creatures. Only the Light Drakes remain, due to their awesome power and an "understanding" with the Hirazi. All was quiet until 50 years ago, when humans began to settle the valleys of Peligris. The elders of the Hirazi could not bring themselves to fight other sentient creatures, even if destructive.

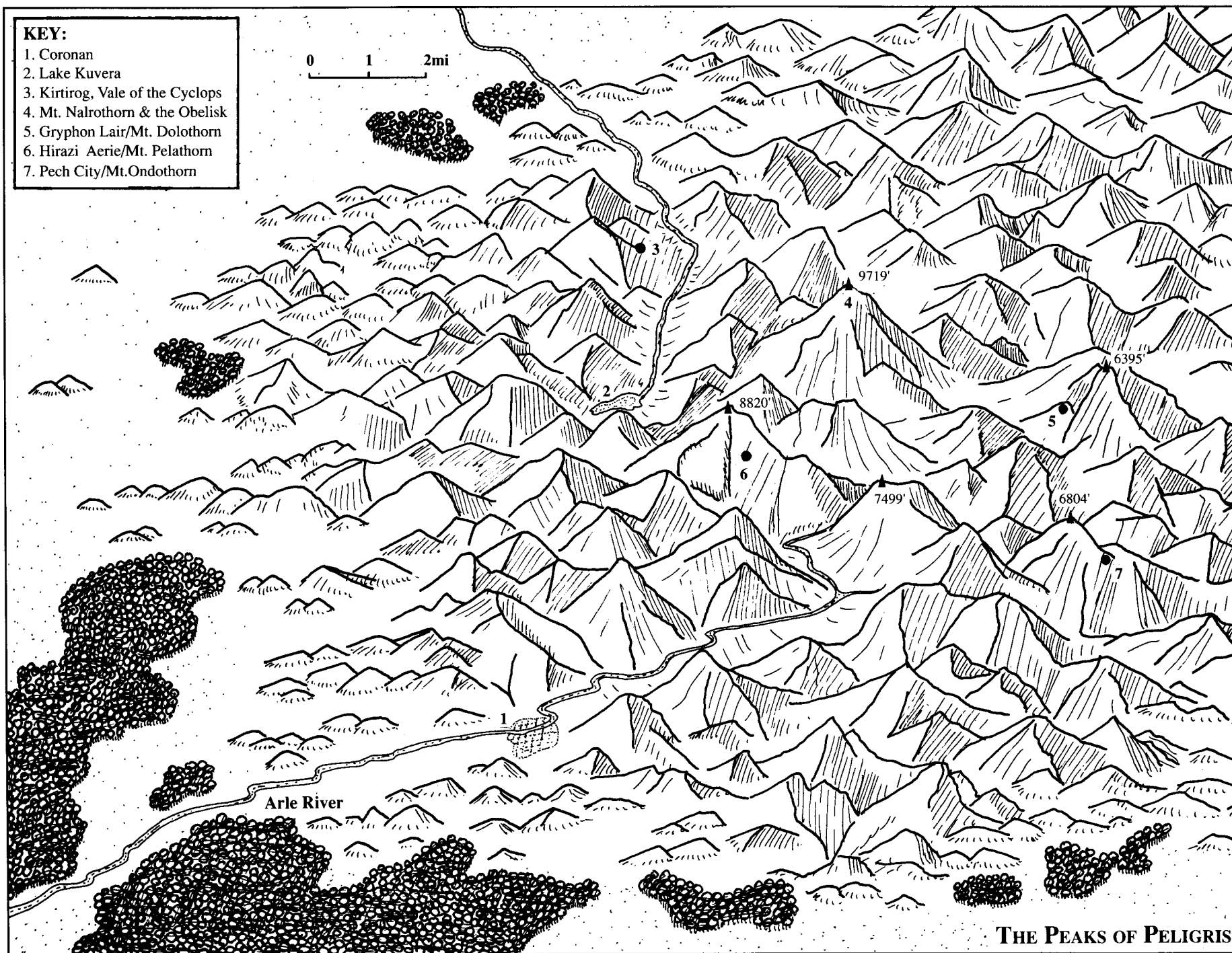
2 • HISTORY OF A MINING TOWN

Fifty years ago, Lord Tristan Canarvon was exploring the Arle valley when he noticed vibrant colors in the sediments of the Arle river. Following the traces of color to their source, Canarvon found an outcropping of copper, azurite and malachite. Nearby, he discovered evidence of tin and zinc ores. Within the year, Canarvon's family moved to the valley of the Arle river and began to mine and smelt ore. Since then the town has grown steadily to more than 1,000 residents, most of them workers in the Canarvon mines. The town and mines are ruled by Lord Canarvon, who keeps most of the profits.

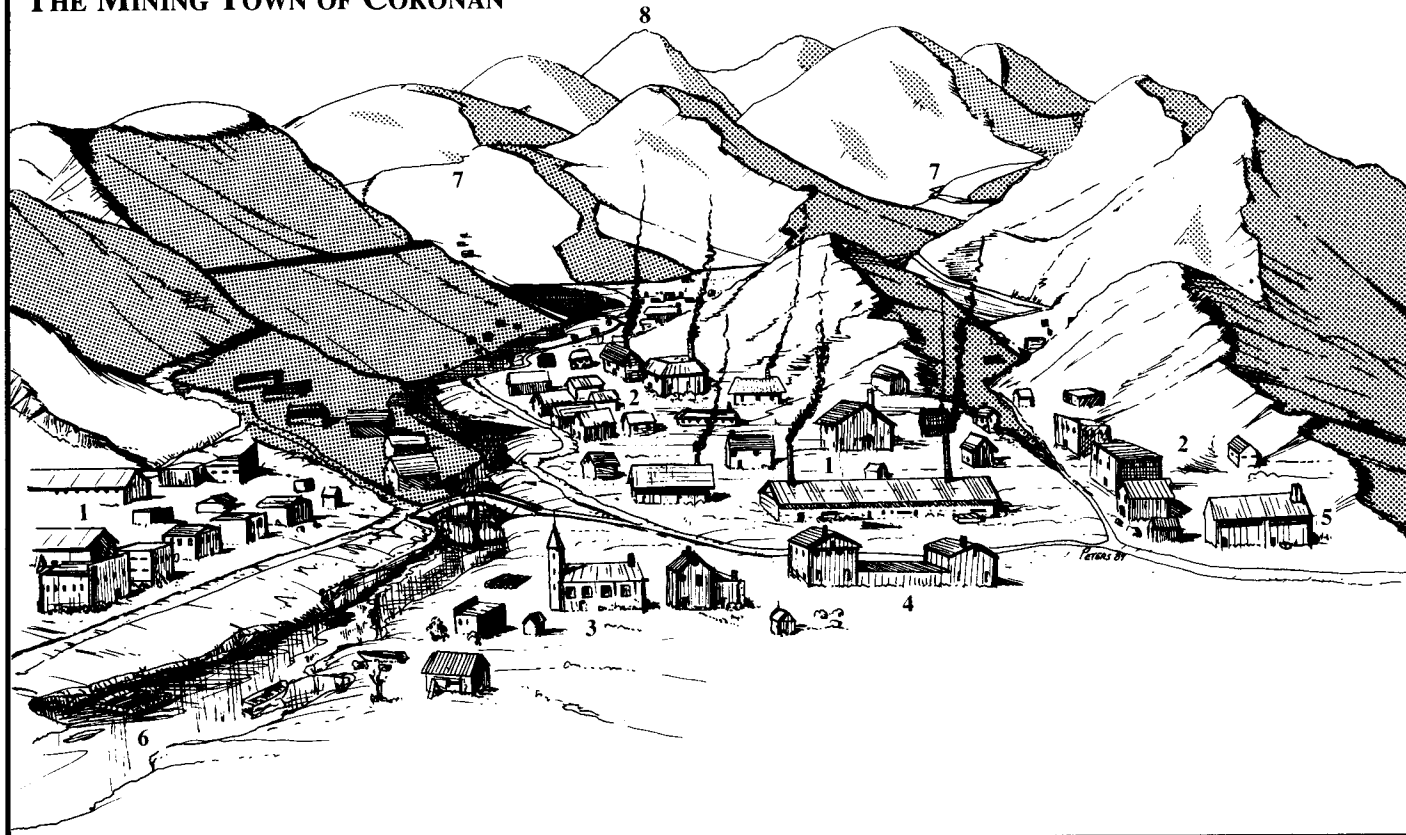
KEY:

1. Coronan
2. Lake Kuvera
3. Kirtirog, Vale of the Cyclops
4. Mt. Nalrothorn & the Obelisk
5. Gryphon Lair/Mt. Dolothorn
6. Hirazi Aerie/Mt. Pelathorn
7. Pech City/Mt. Ondothorn

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**THE PEAKS OF PELIGRIS**

THE MINING TOWN OF CORONAN



A winding mountain path leads to the mines about two miles distant. Two veins produce high-grade ore, which is hauled back to town on donkey cart. A refinement process cleans and sorts ores by grade, crushes it, and readies it for smelting. Charcoal-fired furnaces smelt the ores into metal and slag, the metal pooling at the bottom of each furnace while glassy slag is skimmed off the top. Demand for charcoal has decimated nearby forests and encourages lumbering. Brass and bronze ingots are cast and shipped downstream to other markets. There is also a small lapidary trade in polished and faceted malachite and azurite, semi-precious stones.

3 • CORONAN

The mining town of Coronan (Y. "Brass") sprawls through the Arle river valley, surrounded on three sides by mountains. The river winds through the town and is used by residents for transport of goods. Two paths lead up to the mines, one on either side of the valley. The town extends into the valley, following the river's course.

The population is largely of transient workers and miners. Coronan is boisterous. Few women and children (other than the Canarvon clan) find the atmosphere tolerable. Most dwellings are of a "boarding house" type catering to miners and other workers. Three general stores, nine saloons, two inns, and a chapel complete the roster of public buildings. Structures are either Canarvon family holdings or used for the processing of ores into metals.

As befits a community which sprang up almost overnight, buildings are made of wood lumbered from nearby forests. Major streets are unpaved, although a few wooden sidewalks front some of the more important buildings.

Noise, grime, smoke, and slag are produced in conjunction with the smelting industry. Along with street brawling, drunkenness, and general lawlessness, they discourage all but the hardiest souls from long remaining in this squalid frontier town.

CORONAN

1. Furnaces. Here, ores are stored in bins for cleaning and sorting. Workmen crush graded ores prior to smelting in large brick-lined furnaces. Ingots of refined metal are cast in the foundry. The interiors are dark, lantern-lit, and full of soot and oppressive heat. Piles of charcoal lie about, to fuel the great furnaces which belch clouds of black smoke into the air.

2. Boarding Houses. Taverns and general stores are found here. Stores provide rope, picks, shovels along with food stuffs and dry goods. Taverns stock cheap ales and hard liquors, serving meals.

3. Chapel. The chapel holds weekly services for the solace of a few pious folk. Kuor and Iorak are worshipped, while Iloura is revered.

4. Inn of Roses. Single rooms and quality food are the hallmarks of this establishment. Matron Tolbrand is responsible for the singular excellence of the inn. A stable and watering trough stand in the rear.

5. The Blue Dragon Inn. Cheaper and more rustic than the Inn of Roses, this inn has a reputation for strong drink that attracts undesirable elements.

6. Arle River. A shallow, gravel-bottomed river, the Arle commonly swells its banks during spring thaws. Its snow-fed waters are chill and swift. The Arle is only navigable by raft or shallow-draft boat for most of the year.

7. Mine entrances. These openings tunnel into the mountain face before descending into the mine itself. One mine follows a rich vein of copper-tin ore. On another hillside is an entrance to the copper-zinc vein. Rough cart tracks wend their way along the mountainside from town to the mines.

8. Mount Nalrothorn and the Obelisk. Visible from 10 miles away, this most prominent mountain in the Peligris region is topped by a mysterious obelisk.

PART II

• ADVENTURES •

The nine scenarios which follow may be linked or played individually. All are set in the mountains of the Peligris region, in northeastern Emer, but may be set in any rugged, mountainous area.

1 • THE INN OF ROSES

The Setting: The Inn of Roses in Coronan.

Requirements: PCs & NPCs of any level.

Aids: Quick thinking and action; PCs with Administration (to organize a fire-brigade); the nearby river; spells.

GM NOTE: refer to Wind Table in Part III to calculate the spread of the fire.

Obstacles: The layout of the inn may trap characters on the first floor, who might find the stairway blocked by flames. The fire is likely to spread rapidly, especially in high winds. If characters are caught by surprise, smoke inhalation will probably be the greatest danger. Those who successfully leave only to re-enter may risk life and limb.

Rewards: For most, escaping unharmed. Some rare individuals may risk their own lives to save others. These heroes will win great renown amongst the folk of Coronan, should they survive.

THE TALE

The PCs are staying at the finest inn in Coronan, "where food and drink are good; the price is steep; and you can sleep in your own clean room." At some time during the evening (determined randomly by the GM) an oil lamp, candle, etc. will be overturned, either as the result of a brawl in the pub or in order to facilitate burglary. In the latter case, a petty thief named Lurry Sny will start the fire to drive everyone from their rooms. Once the Inn is aflame and has been evacuated, Lurry will ransack the guests' chambers searching for valuables.

THE TASK

As flaming oil spreads, the room is engulfed in flame (a +20 Fireball attack) [2D6 Killing Blast]. PCs must decide their course of action: to save themselves and/or their belongings; to fight the fire; or to rescue others from the inn.

In the first round [Turn], the blaze is a Hard maneuver to extinguish with proper equipment; e.g. a heavy cloak, blanket, sand, ash. Whether successful or not, any one attempting this would receive a +0 Fireball [2D6 Blast]. For each additional minute, one more man is required to put out the blaze normally (without the use of magic). Also, each additional minute increases the difficulty of overcoming the flames by one rank to a maximum of Insane.

If PCs are not at the scene of the fire, assume that no one is willing to put it out. Thus, by the time they arrive, the blaze may be out of control. To chart the course of the fire's progress within the inn, consider these rules: the fire will gain two feet in diameter every round as well as spreading upwards; smoke will be more dense and dangerous on upper floors. Each round in a smoke-filled room necessitates a RR vs. a 3rd level respiratory poison or lose consciousness [3D6 NND]. This may be reduced to a 1st lvl attack if the character remains low to the ground [1D6 NND].



THE INN OF ROSES

GROUND LEVEL

1. Office. A heavy wooden desk cluttered with papers is located in the center of the room. There are several chairs and an iron safe in one corner. The safe has a combination lock, Sheer Folly to open. Contained therein are sheaves of important documents, including the deed to the Inn, travellers' valuables (varies) & 1-20gp.

2. Baths.

3. Closets.

4. Rooms. These are relatively clean; beds are vermin-free. There is also a washstand, a chair, a simple chest of drawers and mirror.

5. Stables. Up to twelve horses may be stabled at the rear of the inn. There is a watering trough and pump in the small exercise yard outside.

6. Feed Room. Sacks of grain, hay, and seven buckets are stacked in this storage area. Shovels, brooms and rakes (for cleaning out stalls) are stacked here.

7. Tack Room. Harness, saddles, bridles and other riding gear hang over pegs on the wall.

8. Pub. Most of the room is taken up with round tables where the locals play cards and drink. Occasionally, a minstrel plays. One area is cleared to allow for darts.

9. Dining Room. Rustic but neat, the Inn of Roses boasts the finest food in all Coronan. Although drinks are served with dinner, drunks will be asked to retire to the pub.

10. Kitchen. A large stone fireplace for cooking keeps the room warm. Matron Tolbrand cooks with the help of her daughter. The room also contains a chopping block and counters laden with pots, pans, and utensils.

11. Larder & Stairs (down). Dried meats; salted fish; butter; barrels of flour, sugar, and cheese; and numerous jars of preserved fruits and vegetables attest to the quantity of imported goods in Coronan. Fresh foods are rarely available (only in season). The stairs lead to a small (20'x20') root cellar (not shown).

12. Bar. A hardwood bar, set with stools, is kept polished by frequent use.

13. Taproom & Stairs (up). Four taps provide different ales of exceptional quality: "Ankor Stout" (an import), "Tulan Dark," brewed by the Canarvon family, "Harkness Lager" (an import) and "Small Ale," the house brew. Master Tolbrand serves from 5 o'clock to midnight every evening and stocks several liquors. Stairs lead to the quarters of the Tolbrand family.

FIRST LEVEL

14. Rooms. Similar in content to ground floor rooms, they have a tendency to be chilly in the winter months.

15. Tolbrands' Sitting Room. Nicely furnished, the room contains a horsehair couch, a china cabinet, a colorful carpet, and an oak-top table with chairs.

16. Study. A few personal (and treasured) books are kept above Master Tolbrand's desk. 2gp of jewels are stashed within a hollowed out tome, "A History of Peligris."

17. Bedrooms and Guest Room. One room is for guests, one for their two children, and the third is the bedchamber of Master & Matron Tolbrand.

SECOND LEVEL

18. Attic. A huge, unfinished room, it is used only for storage. The attic is accessible through a trap door in the ceiling above the stairwell.

2•DISASTER AT THE CANARVON MINE

The Setting: One of the Canarvon Mines.

Requirements: Six or more player characters.

Aids: Good lighting, tools, PCs with First Aid/Healing spells and herbs, and NPCs.

Obstacles: Darkness, dust, debris, foul air, structural damage, and Trogli.

Rewards: Lord Canarvon has offered a reward to those brave enough to attempt a rescue (GM discretion).

THE TALE

"Cave-in up at the mine!"

The words chill every workers' heart and rouse them to action. Miners know that seconds could mean the difference between life and death for anyone trapped. Everyone drops what he had been doing and rushes up the trail to the mine, by now teeming like an anthill. Lord Tristan Canarvon and Foreman Nel Nordeen have taken charge of the situation and bark orders to rescuers.

Nearby a survivor can be heard explaining, "...must've been a cave-in; there was dust everywhere. I escaped by crawling through some loose boulders. My work crew is still down there. We need to get a group together to save them! I can't do it with this busted leg, but someone's got to go!"

Over the next hour the mine is evacuated — but for those miners trapped by tons of rock. The collapse has weakened timbers in the area, making rescue missions dangerous. When the dust settles, two workers descend to evaluate the situation. Neither returns in an acceptable amount of time...

THE TASK

Lord Canarvon grows concerned at the disappearance of the two workers. Could they have been crushed? To find out, he gathers his most knowledgeable miners. They can offer no explanation; surely two such experienced miners would have been able to spot any dangerous sections and returned immediately. Something else must be wrong. He decides to send a larger group into the mine to rescue any survivors. Player Characters may join this group.

Eventually, the group finds evidence of other creatures in the mine: tracks, gnawed bones, shredded clothing, etc. (Unbeknownst to the rescuers, the cave-in was a direct result of tunneling by Trogli. The collapse allows the creatures access to the Canarvon mine.)

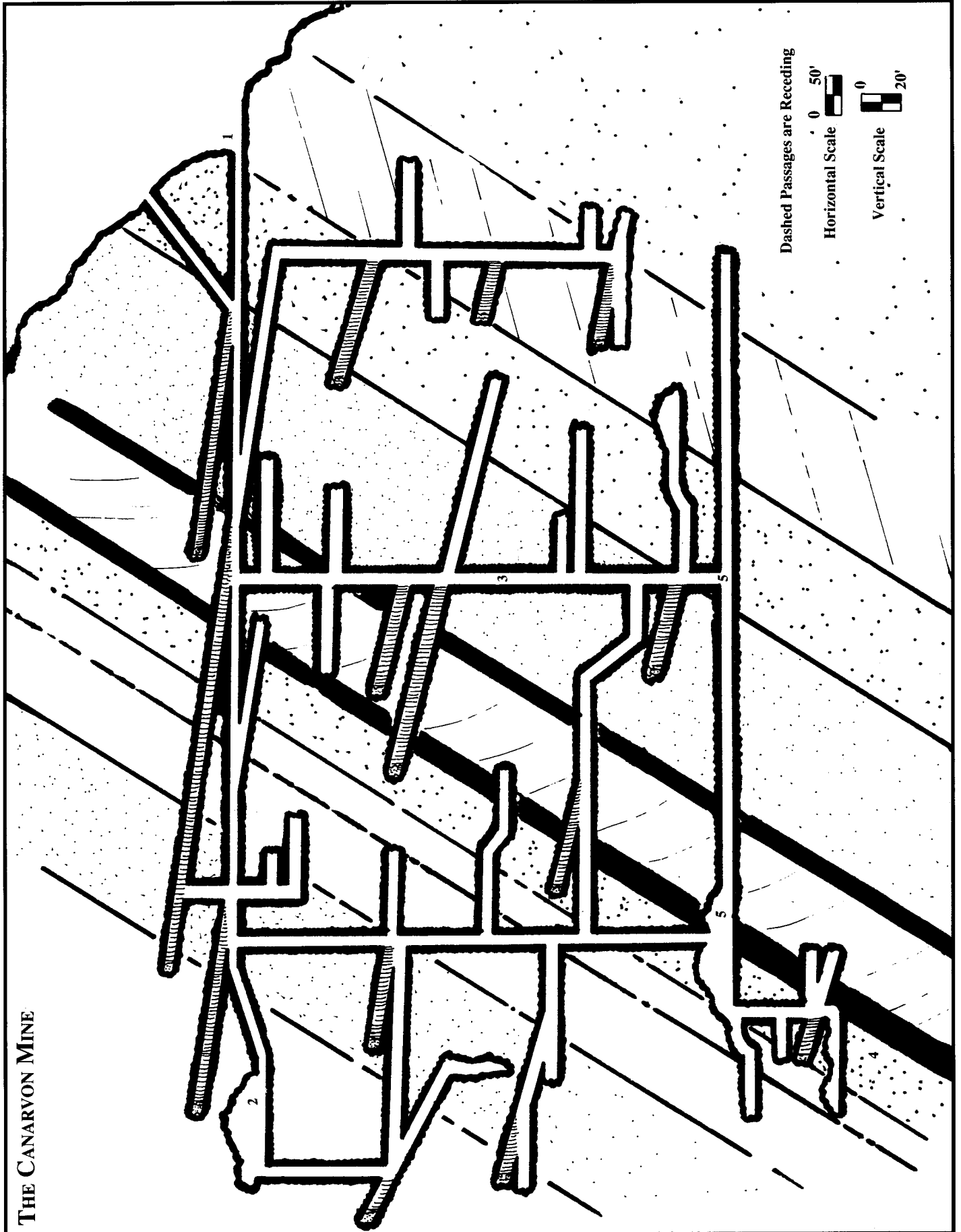
At some point, combat will occur with the Trogli. Since the group is not expecting a fight, they will probably retreat and regroup. Once Lord Canarvon realizes the nature of the threat, he will organize a party of mercenaries (including PCs) to defeat the Trogli, secure the mine, and rescue trapped miners. He will offer 10 gold pieces to all who descend into the mine on this mission.



TROGLI

Trogli stand 4'6" to 5'6" tall and have bluish-white skin. They often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles otherwise. Goblins and Lugrōki are their chief enemies, although Trogli fear all things alien to the underground world. They lurk far from entrances where sunlight penetrates. Trogli are panicked by anything from the outside world and attempt to destroy it. Claws, tails, and mummified heads are kept as ornaments.

This Trogli clan contains sixty male warriors in search of prey. They have been forced into new domains by a migration of foul beasts ("monsters" that may be encountered). At the time of the cave-in, 13 Trogli warriors were killed. The others have penetrated the mine in small groups of 2-7. One of these groups ambushed the two miners who initially descended after the disaster.



THE MINE

1. Mine entrance. About 15' high by 20' wide, the entrance has a double set of rails leading into the primary tunnel. Trogli will not venture near the entrance during daylight hours. A narrow shaft (5' wide) above the mine entrance angles down to the primary tunnel and provides additional ventilation. All shafts and tunnels are supported by thick timbers.

2. Primary tunnel and cavern. The first level of the mine, this represents the largest and initial tunnel in the complex. A rich vein was followed to its source deep in the mountainside, where a great pocket of ore was removed. An empty, domed cavern resulted. After various forays outward, the mine delved deeper into the mountain.

3. Primary shaft. A double windlass raises and lowers two ore buckets simultaneously. Miners and even donkeys gain access the lowest levels of the mine by this means. Accidents are rare but occur when the cables part or the windlass spins out of control.

4. Disaster area. Rubble, crushed timbers and broken bodies litter the area. Approximately a 25' x 25' area of the ceiling has collapsed. Vertical supports gave way when the floor crumbled into an unknown lower level, realm of the Trogli. Nine miners survive, trapped in the lowest side tunnel, with only 12 hours of air remaining. Fortunately they are safe from the predations of Trogli, who have access to the remainder of the mine. Note that beneath the disaster area lies an extensive series of natural caverns inhabited by the Trogli and other monsters.



THE CYCLOPS IN ACTION

5. Ambush sites. Five Trogli lay in wait at these places and guard the way to their world. It requires a *Very Hard* Perception (-10 darkness + -30 Trogli "Hide" bonus = -60 total) to realize the danger. Only after the group has passed them will Trogli attack, blocking the party's retreat [-6 OCV].



3•CYCLOPS VALE

The Setting: The Vale of the Cyclops.

Requirements: Two to six player characters from 2nd to 8th level. At least two fighters should be present.

Aids: The treasure map of Dartle Marsyas, pack animals, and weapons.

Obstacles: The Cyclops and the raven.

Rewards: Ample treasure, if PCs are able to sort through the Cyclops' waste pit and emerge alive.

THE TALE

A pleasant fireside conversation is interrupted one evening by commotion in the streets of Coronan. Rushing out of the pub, PCs come upon a crowd of bystanders. A raving figure swoons to lie senseless in the road. A resident of Coronan identifies the poor man as Dartle Marsyas, a rogue who occasionally passes through town. He was last seen two months ago with several cronies, heading out of Coronan.

It is *Routine* for anyone with Medical Skills, Diagnosis, or First Aid to see that the man is undernourished and weak from fatigue. As bodies in the street are not unusual in Coronan, interest quickly dies. The crowd disperses when they realize that there is no prospect of a brawl.

Someone explains that there is no healer in the town and asks the PCs if one of them might help Dartle. Dartle Marsyas suffers from a rare disease acquired from a comrade. His delirium turns to raving insensibility through the night; within five hours, he will be dead if not cured. (A "Cure Disease" will not restore his faculties.)

Dartle is lucid at first. "Jesk, is that you? Didja make it back with gold? We're rich!" Later his ramblings will make less sense. "The Eye! It came for me ... the burning Eye, took Jesk ... the others. Laughed at their screams ... the gold turned to dust. The river was blood ..." Questions are to no avail. Dartle is obsessed with a soiled scrap of parchment which he repeatedly folds, unfolds and pores over. PCs must take it from him by force or sneak a look while Dartle sleeps. If he should die, the parchment will be found on his body, in an inner coat pocket.

The parchment relates a myth which describes the imprisonment of an unknown god and the travails of his worshippers to release him. (See Adventure #4, "Kuvera, the Lost Lake of Gold"). It also describes in sketchy fashion the route to a legendary treasure in the mountains: "... travel north along low hills which flank the mountains of Peligris. Follow their course east until you cross a cold mountain stream. Trace the waters up the vale to their source, a highland lake. There and beneath is the wealth of Hohuvel the One. Stray not into the mountains on either side ..."

THE TASK

Although the parchment provides directions for a journey into the mountains, PCs would be wise to obtain a map of the Peligris region. This may be purchased from the Canarvon family, who initially surveyed the area. The cost is high, 10 gp, but the map is one of only a handful in existence. (For game purposes, consider the map to depict the western half of the Peaks of Peligris map.) Supplies will also be necessary for the expedition and might include rope, oil, lanterns, heavy blankets, hard rations, etc. A few sturdy donkeys will make the trip much easier, especially if the party is heavily equipped. Donkeys fare well on rough mountain trails but may prove balky if overloaded.

The route to Kuvera, the Lost Lake, is straightforward if player characters follow instructions given them. Should PCs foolishly decide to cut through the mountains, their task will become much harder, imperiled by rugged terrain and mountainous encounters. Donkeys would be unable to traverse this region and must be left behind or abandoned. The way may appear shorter but will entail more time and effort in the long run. (If the party traverses the mountains and reaches Kuvera, see Adventure #4.)

The major difficulty in reaching Kuvera will be escaping the clutches of the Cyclops, who is always hungry and fairly cunning. Dwelling in a grotto overlooking the valley through which PCs must pass, the Cyclops has an ally: an intelligent raven which circles the vale in search of prey. It will inform the Cyclops of interlopers with a series of loud caws. This often gives the Cyclops sufficient time to prepare an ambush. The Cyclops prefers to catch victims unaware, as they pass through either narrow outlet of the valley, hurling boulders or starting a small avalanche. Note that his ability to throw stones is modified by his poor depth perception (only one eye). Alternatively, the Cyclops may wait until the party fords the stream, attacking when they are slowed by water. The Cyclops always shares tastiest morsels (eyes, brains, heart, liver) with the raven, payment for its aid.

RARG THE CYCLOPS

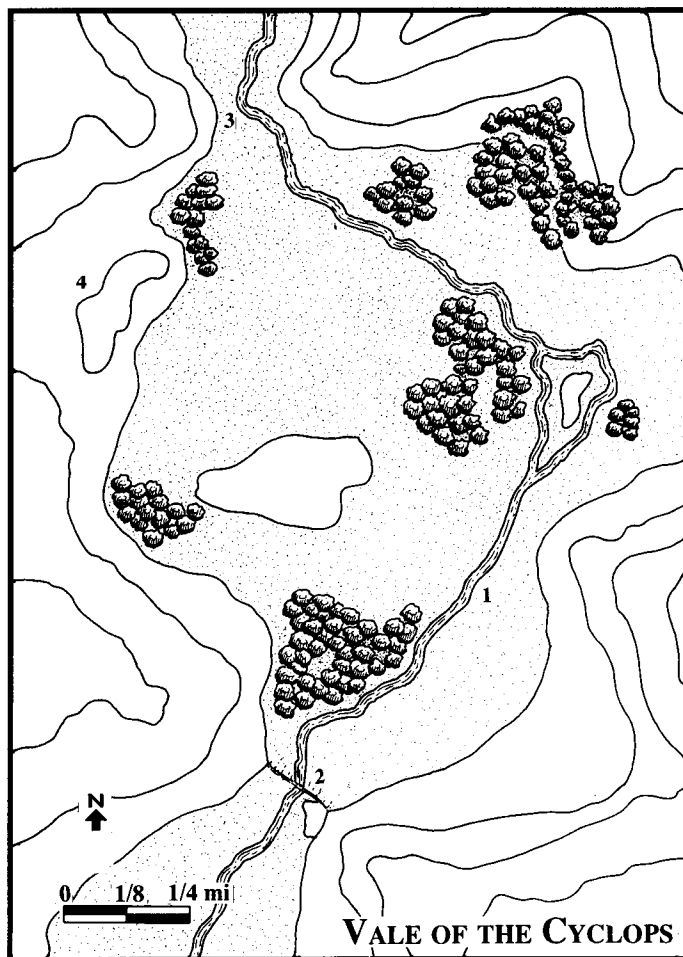
Rarg thinks of the vale as his own and views people travelling along the river Deven as interlopers. If the Cyclops is beaten in battle (perhaps due to the presence of many bowmen), he will retreat to his cave planning to ambush any who trespass.

Rarg is rather lonely and easily engaged in conversation. He will not harm any PC who attempts to speak with him (he knows Yatic). Fond of scholars, storytellers and musicians, Rarg will capture such PCs, binding them with heavy rope. Through threats, bribery or other coercion Rarg will persuade the PCs to entertain him. He soon tires of repeated songs and stories, cooking anyone who bores him. Escape may not be easy with the raven on the lookout.

Born with empty eye sockets, Rarg possesses a unique Amulet of Single Vision, which allows the hirsute Cyclops to "see" as any one-eyed giant might. If Rarg is slain, the Amulet ceases to function and is useless, except as a memorable trinket.

VALE OF THE CYCLOPS

1. Devon River. Icy and clear, this rushing stream has as its source the lost lake, Kuvera. It broadens as it plunges down out of the mountains, becoming a small river where it exits the hills to the north. Within the vale, the stream is narrow enough to ford without great difficulty (unless spring floods have swollen it), although the current is brisk.



2. Falls. Falls about 8' high stand at the southern end of the vale. Piles of rubble on either side of the falls make for a *Hard* climb. This is one possible site for an ambush by the Cyclops. Donkeys must bypass the small escarpment by climbing into the foothills.

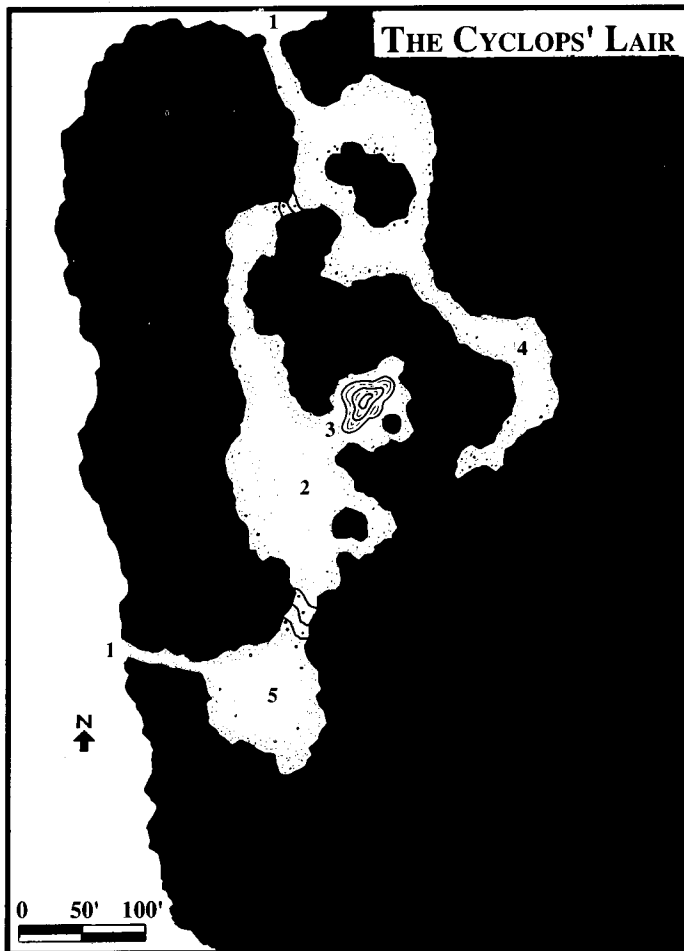
3. Northern outlet. The party will probably be sighted by the raven as they approach this narrow entrance to the valley. The Cyclops favors this site for ambush as it is near his lair.

4. Lair. The Cyclops makes his home in a rise of rock overlooking the vale. Two entrances to the lair are hidden on the western side of a rise and are not apparent to anyone passing through the valley. Mountains rise steeply behind the lair, making it a very defensible place.

THE CYCLOPS' LAIR

1. Entrances. There are two doorless entrances hewn into rock; one measuring 30' high and 15' wide, the other 25' high. The Cyclops favors the northern entrance for general use, reserving the western door for escape.

2. Work area. The primary feature in this chamber is a large slab of rock approximately 8' high and flat-topped. Brownish stains and greasy streaks disfigure sides and top of the structure. Anyone daring enough to climb the slab would note a well-worn depression in the center and a blunted battle-axe lying to one side. The slab serves as a huge chopping block for victims of the Cyclops.



3. Garbage pit. A distinct odor of decay emanates from this side chamber. The Cyclops disposes of inedible remains, victims' personal effects and other trash in this 20' deep pit. Due to accumulated debris, the depth of the pit is only 12'. The Cyclops occasionally clears it when it overflows. Those willing to endure a 4th level RR vs Pneumonic disease every minute may find various treasures amongst the charnel refuse. Items of little or no value may be found every round of searching. It is an *Extremely Hard* Perception to locate a valuable object [-3 PCN].

Located within the pit are the following:

- 923 bp, 356 sp, and 8 gp.
- broadsword: +10 [+1 Accuracy].
- mace: +5 [+1 Accuracy].
- leather pouch: containing +10 thieves' picks and tools [+1 Aid].
- full shield: +15 [+2 Protect].
- plain silver ring: +1 Spell Adder, all classes [grants 20 END usable only for casting spells].
- Quartz of Grabbing: When held and concentrated on, it can transfer one dropped or loose item (up to 50 lbs.) within 100' to the holder's other hand (must be empty).

4. Sleep chamber. A huge pile of dead leaves, straw, moldering blankets and torn garments marks the Cyclops' resting place. The pile is infested with vermin. A few of the Cyclops' treasures are stored at the narrow end of the chamber: a highly polished steel helm (man-sized) sometimes worn as an amulet around his neck; a bearskin cloak; the legbone from a donkey (used as a club); and a string of Hirazi feathers.

5. Storage room. The Cyclops keeps throwing stones here, several kegs of water, a small cask of vinegary wine, and numerous broken weapons (useful as tools for poking, chopping, or throwing).

4•KUVERA, THE LOST LAKE OF GOLD

The Setting: The mountain lake of Kuvera.

Requirements: Two to six player characters from 2nd to 10th level.

Aids: The treasure map of Dartle Marsyas, rope, a raft or small boat, skilled swimmers and divers (a magical means to breathe underwater would be ideal), and an Astrologer or character with Stargazing.

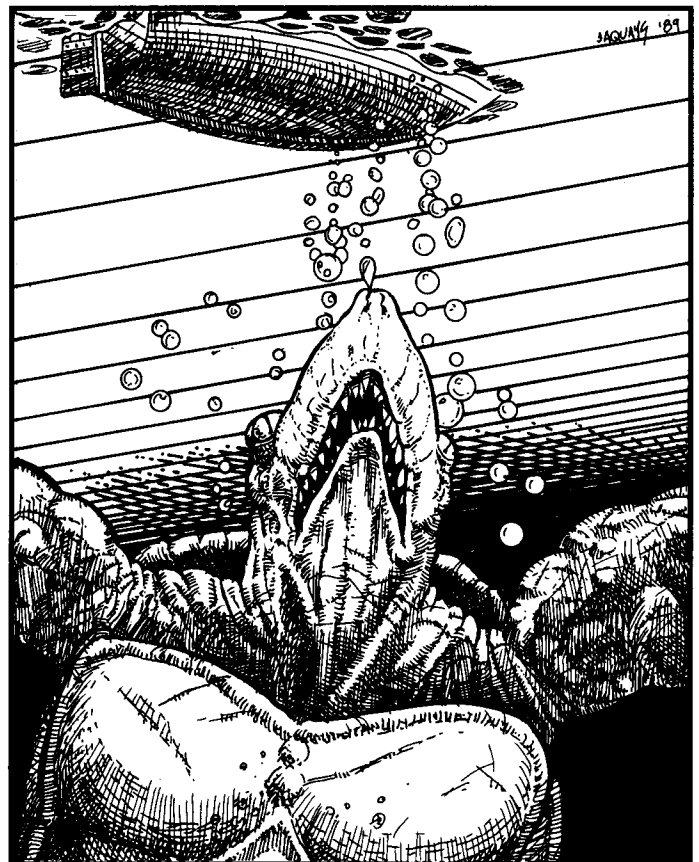
Obstacles: The lake itself, the PCs' greed, and the Rath of Kuvera.

Rewards: Treasures from a dead civilization.

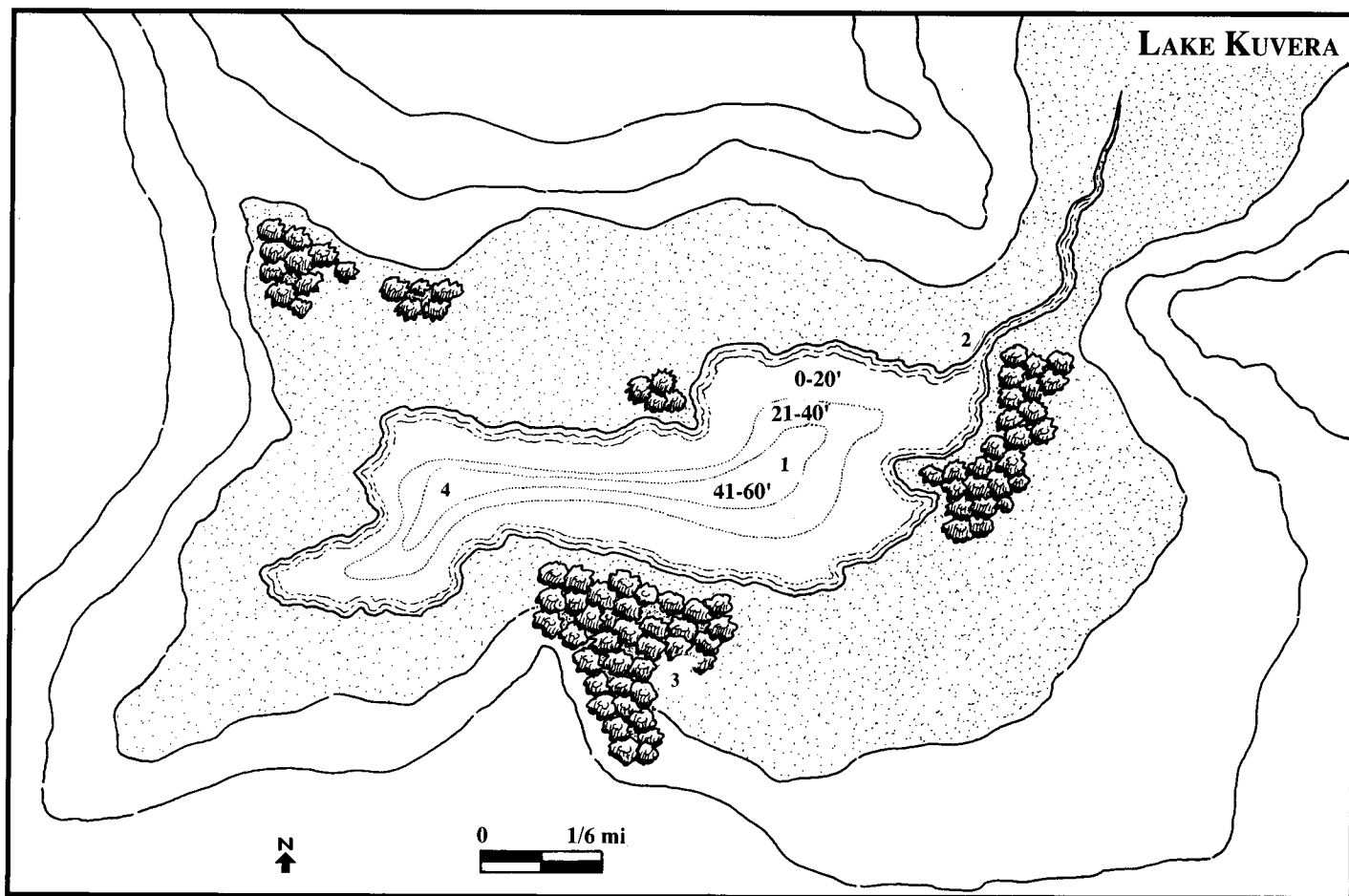
THE TALE

"Amongst the people of Kuvera there came a prophet who spoke to them the word of Hohuvel, the God of Fire. Hohuvel the One lived upon lofty summits of mountains, where the sun kindled his crown in fiery glory. Hohuvel was worshipped by the people of the lake for centuries, and He bestowed great gifts upon them. Then came a time of despair among the worshippers. A great cloud of mist covered the high peaks. Soon after was seen a blaze of light in the night sky followed by a tremendous burst of steam from Lake Kuvera. Wisemen said that a terrible water spirit had done battle with Hohuvel and carried him down into the depths of the lake, imprisoning him.

"The priest sent word that sacrifices must be made to the evil water spirit. The high priest anointed his body with a salve, his hair sparkled with gems laced therein, his hands and face glowed from gold dust applied to his skin. He rowed the ceremonial raft to the center of Kuvera, placed so that his staff was aligned with the Eagle star to the west. The Silver Eye to the north rose just above the peak of Mt. Erethorn. He cast forth scented oils upon the water,



THE RATH



beseeking the spirit to release the god. He threw down a flaming torch, igniting the oils, to light a pathway for the god, lest it go astray in the darkness of the waters. Offerings of silver goblets were made, and circlets set with pearls; rare herbs and spices were cast down. Still Hohuvel did not come. The priest then plunged into the flames, seeking his god in vain. He emerged, cleansed of all riches.

"Over the years the people of Kuvera dwindled in numbers and their wealth diminished greatly. Yet they never failed to call for the release of their vanquished god. Finally the last of the Kuverans vanished; whether their fate was that of Hohuvel is not known."

— from the document of Dartle Marsyas

The legend related above is based upon an actual event. A meteorite passing over the Peligris region plunged into Lake Kuvera, sending up plumes of steam. The Kuverans based their myth on this event. The Eagle star is still known as such, while the Silver Eye is the third largest moon of Kulthea, Charon. Steam continues to well up from the lake bottom, owing to a vent of superheated gases, volcanic in origin. After passing through the Vale of the Cyclops, PCs are ready to search for the lost wealth of Kuvera.

THE TASK

Once PCs reach Lake Kuvera, they might best build a raft with which to ply the chill waters. Searching aimlessly for the treasure is an *Insane* Perception (-50 underwater = -150 total). Finding the true location of the ancient ritual requires one to row to the center of the lake. High summer is the only time when accurate estimations of the location may be made. The heavenly bodies described in the legend allow PCs to triangulate the ritual site.

This may be accomplished with a successful Light Astronomy or a *Hard* Star-gazing roll [+1 KS:Astronomy]. Once this has been achieved, the site of the ritual may be readily determined; sixty feet beneath the waves and scattered over the lake bottom rests the discarded treasure. Those who search the lake bed at this site may find individual items if they successfully make a *Medium* Perception (-50 underwater = -50 total). Awaiting discovery are polished gems, jewelry, ritual vessels of gold or silver and ceremonial weapons, etc. Treasures will be obscured by a layer of sediments. The value of these objects should vary from 1 to 100 gold pieces each.

Finally, the PCs must try to avoid the Rath. Possessed of a shark-like mouth, the Rath is a large turtle with curved forelegs that force it to walk on its "knees" when on land. The predator will view PCs as easy prey due to their unprotected flesh and slow swimming speed. The Rath will pull its victim underwater, returning to its lair to feed.

LAKE KUVERA

1. Ritual Site. Placid waters mark the ancient ritual site. At this location, PCs may view astronomical signs in proper alignment. Sixty feet beneath the chill water lies forgotten wealth, an offering to the evil water spirit. Nearby, bubbles of steam intermittently break the surface, signs of an active vent in the lake bottom.

2. Source of the River Deven. At its source a narrow stream, the river reaches its full strength at much lower elevation.

3. Copse. Several wooded areas provide timber for a makeshift raft.

4. Lair of the Rath. A rocky overhang serves as the underwater refuge of the predatory Rath, 50' beneath the surface.



LAIR OF THE GRYPHONS

5•HUNTING GRYPHONS

The Setting: The Gryphon's lair is located on Mt. Dolothorn, 12 miles northeast of Coronan.

Requirements: Four to ten player characters of 3rd level or higher. At least two fighter types should be present.

Aids: People skilled in mountain climbing, climbing equipment, nets for capturing fledglings, and cases in which to transport eggs. Additionally, means of flight would be useful.

Obstacles: The nesting site is on a relatively inaccessible ledge and is guarded by fiercely protective adult Gryphons, which can and will assault exposed climbers.

Rewards: Fledgling Gryphons or eggs will fetch a high price from the Canarvon family. Lord Canarvon offers a 50gp reward for each adult Gryphon head brought back.

THE TALE

Recently a pride of Gryphons extended their hunting range. Their forays now include pastures and fields on the outskirts of Coronan. Gryphons prefer unwary domesticated animals to more evasive wildlife. Nearby farmers are losing small goats, lambs, and other livestock at an alarming rate. Farmers have pleaded with Lord Canarvon to rectify the situation. Townsfolk are powerless to stop the marauders and fear for the lives of their children. Lord Canarvon decides to hire mercenaries who will raid the Gryphons' nesting site. Tristan Canarvon is also interested in acquiring any fledglings or Gryphon eggs to raise them in captivity, to serve him as steeds.

THE TASK

Would-be Gryphon hunters must first determine the location of the nest. Since the Gryphons have frequented outlying farms, this is a reasonable place to begin. Hours of observation will be aided by patience and a good spyglass. After a raid, a Gryphon will return directly to its nest; its course may be noted by observation. PCs must follow the direction of flight as best they can. Subsequent sightings will lead them closer and closer, until they reach the foot of Mt. Dolothorn. From this point it is a *Hard* Perception to view the Gryphons' ledge. This entire procedure may take several days, depending on PCs' luck and skill. An alternative method for those gifted with flight is to trail a Gryphon home and report the site to other PCs. However, Gryphons are far more maneuverable than Humans with spells, so a confrontation could end in tragedy. Magical locating spells or scrying skills will prove helpful.

Climbing to the ledge is best done unharried. If the Gryphons detect intruders, they will try to dislodge PCs from the rock face. Thus it would be wise to postpone the climb until the Gryphons have gone hunting. PCs may not realize that at least one Gryphon always stays with the brood.

Even if PCs are able to abscond with eggs or fledglings, the Gryphons will track them down to retrieve their young. Although thick-shelled, Gryphon eggs are brittle and require careful packing; eggs must be kept warm to survive a trip back to Coronan. When they hatch, fledglings are fierce, despite their small size. Their sharp beaks and claws should be treated as Tiny attacks. Fledglings cannot fly but will try to evade capture on the narrow ledge; their shrill cries may alert nearby adults.



A GRYPHON ATTACK

THE GRYPHON LAIR

Located two-thirds up the slope of Mt. Dolothorn, the Gryphons' nesting ledge is difficult to approach by non-flighted beings. Although not sheer, the approach is steep. Climbing maneuvers should vary from *Light* to *Extremely Hard*. Cautious climbers will make use of rope and natural anchors. The exposed, rocky slope will provide little concealment from the Gryphons. Directly below the nesting ledge is a slight overhang, *Extremely Hard* to surmount. The ledge is protected overhead by an outcropping of stone and varies in width from 20' to 25' with a length of 125'.

The Gryphon pride consists of a dominant male and four adult females. Two immature males frequent the ledge but do not remain for long periods of time. Each female has constructed a nest of branches and leaves, lining it with soft down from her breast. Nests measure 5' to 7' in diameter. Normally, one egg is laid, although two are not rare. Two nests are presently occupied by fledglings (one in each); the other two contain eggs (three in total). One adult female will always be in attendance. The dominant male often can be seen circling his domain.

6•THE CITY OF THE PECH

The Setting: Nestled in an enclosed valley on the starkly beautiful slopes of Mt. Ondothorn.

Requirements: Three or more characters of at least third level.

Aids: Ithuriel the Wingless One, characters with Faerie Lore, the moonbridge, and PCs with offensive capabilities.

Obstacles: The reclusive Pech, the moonbridge's availability, silk spiders, and fire hounds.

Rewards: Magical gifts from the Pech.

THE TALE

PCs will encounter Ithuriel, a wingless Hirazi, either in Coronan or on a foray into the countryside. (See adventure #7 for more about the Hirazi.) She is a thin, pale being, wearing a shimmering grey cloak. In Yatic, she will explain that she comes as a representative of the Pech, a reclusive mountain folk. The Pech are in desperate need of aid, fearful for their lives. Creatures of fire attacked their city two nights past and may again at any time. Though they cannot offer gold, the Pech make magical cloaks which they would give in exchange for help. If questioned, Ithuriel will explain that she was raised by Pech from infancy. Now an adult, she has adopted many of the habits and customs of her diminutive foster parents. Often she acts on their behalf when dealing with Men. She will lead them to the city herself, but they must arrive at night. Ithuriel will urge the PCs to make haste, for the fiery creatures may soon return. She is unsure what they are, but will describe them as huge, fire-breathing wolves.

THE TASK

Ithuriel will time the departure so that the party arrives on the slopes of Mt. Ondothorn late in the evening. She is uneasy about travelling at night, but knows that the glowing moonbridge provides the safest entry into the faerie city. The bridge is manifest only on brightly moonlit nights. If the sky is overcast, the group had best wait until daylight to attempt a *Very Hard* Climb over the ridge that surrounds the city. As the party mounts the shimmering moonbridge their goal comes into view. Delicate minarets pierce the low-lying mists to reveal the Faerie city of the Pech.

Within the realm of the Pech, PCs will be struck by the silent towers and graceful piers of stone. Ithuriel will escort them to her own dwelling, the only structure which will accommodate human-sized beings. After offering refreshments she will depart to inform the king of their arrival.

Within an hour she will return with further information: the beasts are a pack of Fire Hounds awakened from deep slumber within the earth by a tremor. Emerging from a smoking fissure, the hounds ravaged the mountainside. Emboldened by success, Fire Hounds have crossed the moonbridge and prowled the vale of the Pech. Being peaceful, the Pech folk are fearful and powerless. The king requests that the group help defend the city. He fears that the hounds may attack tonight!

The number of Fire Hounds encountered in the pack should be varied to reflect the power of the party (3-10). They can only cross the moonbridge in a single file, allowing for individual combat. Once across, they will rampage through the city. If the Fire Hounds are forced to retreat, they will return to the volcanic fissure from which they came. Once restored, the Hounds may return to the city of the Pech on the next moonlit night. Should the PCs pursue them out of the valley, encounters with poisonous silk spiders are likely.



MOUNT DOLOTHORN

If the group is successful in either driving off or destroying the Fire Hounds, they will be rewarded. The PCs should each receive a magic item from the list below (at the GM's discretion):

- Cloak of Hiding: +50 to Hiding and subterfuge skills [+5 Concealment].
- Cloak of Protection: wearer is protected from extremes of natural heat and cold; reduces by 1 severity magical heat and cold-based attacks.
- Rope of Climbing: +25 to Climbing, ties and unties itself on command, extremely lightweight and strong, 75' long [+1 climbing roll].
- Throwing Net: +20 to OB [+2 OCV], does additional Grapple crit when it strikes.
- Veil of Cliff Path: Leads wearer to closest safe path up or down slopes [Detect Safe Path, Sense, Range].
- Pouch: Holds up to 50lbs. Preserves anything perfectly for one month [+5 Str, only for holding objects, limited to what will fit in the pouch].
- Absorption Clothes: Takes 20 crushing hits instead of wearer [+1 rPD].

THE PECH OF MOUNT ONDOTHORN

Racial Origins: Long before Hirazi came to Peligris, Pech were established in their mountain dwellings. This is one of the few enclaves of Pech still in the Shadow World, their numbers depleted by more aggressive races.

Favored Ecosystem: Pech live in burrows in remote, mountainous regions, building stone towers from the rock. They prefer cooler climes and high altitudes. Stunted trees, mosses, and lichen are the dominant vegetation in the area. They are most active at night and love moonlight.

Political Structure: A hereditary king rules the Pech, to whom elders of each family are answerable. The Pech rely heavily on traditional values, seeking rulings only in extreme situations. The current ruling family has been in power for centuries, providing a stable and peaceful political environment.

Social Structure: Families provide Pech with social and economic security. Every family group represents a loosely organized guild, specializing in a particular task, craft, or duty. Status among the family guilds is determined not by occupation, but by the skill and care imbued in one's work. Thus, rank may change over time. Disputes, when they occur, are settled peacefully through debate in an open assembly. Violence is not considered a practical means of resolving problems.

Military Structure: Relatively few of the Pech are accomplished fighters. The only real military force is the King's Guard. The Guard is a defensive body only. The Pech have no desire for conquest, goods or land, content to guard their valley against interlopers.

Currency: Pech have no coinage and little love for precious metals, other than the fine vessels or jewelry which can be made from it. They barter among themselves, and rarely with outsiders.

Language: A dialect of the Elvish language, the Pech speak their own tongue, in addition to Yaaian, Hirazian, and Yatic.

Appearance: Pech are usually 2' to 2'6" tall. They have fair skin, silver hair, and brown eyes. Wearing grey cloaks to camouflage themselves, they rarely wear gaudy ornaments, preferring wreaths of flowers, vines or leaves.

Housing: Pech construct elaborate stone towers from the mountainside, taking great care and pride in their artistry. They sculpt furnishings from stone as well, reserving wood for pieces of great beauty and importance. Elegant yet functional weavings complement their household in the form of rugs, tapestries, hammocks, cushions, etc. Family groups share the burrows while crafts are made in rooms on ground level.

Diet: Pech subsist on tubers, lichens, fungi, nuts and berries. Occasionally they harvest eggs from nesting birds or fish from streams. They make an exceptional acorn bread covered in honey for dessert. A mild wine is produced from the tart gumbleberry.

Worship: Pech pay homage to Iorak, Smith and Laborer of the Gods, whom they know as Chak. Individuals also revere wind, water, and earth.

Special Abilities: Pech have excellent night vision. Fabrics they weave are unsurpassed in lightness, strength and durability. They spin spider webs into a tough and resilient thread which is then woven on looms or made into rope. Both cloth and rope are heat- and water-resistant. Pech are usually spell-users. In addition to their professional spells, they receive all Alchemist base lists (except "Liquid/Gas Skills") and "Stone Lore" (Arcane) to their level.

Weaknesses: Pech find the light of day too bright; they are at -10 [-1] to all activities in sunlight. Pech are susceptible to magic; -5 vs. all magic [-1 to Defense, Mind Defense, and Protect].



CITY OF THE PECH

ITHURIEL, THE WINGLESS ONE

Ritual infanticide is practiced against "deformed" (wingless or flightless) Hirazi babies. When the Wingless One was born, her fate was expected to be no different. Left exposed by her Hirazi parents on a chill mountainside, the Wingless One was found and raised by the kind-hearted Pech. They found her useful as their representative to mortals. Thus, Ithuriel can speak Hirazian, Yatic, Pech, and Yaaian. She is educated and has an Elven outlook.

Upon achieving adulthood, Ithuriel was informed of her heritage by the Pech. Thus, she resolves to journey to the Aerie of the Hirazi to seek out her roots. She will try to persuade the PCs to escort her to her "rightful place." Ithuriel is not interested in fighting, experience points, wealth, or adventure. Her only motivation is to be accepted into the Hirazi community.

THE CITY OF THE PECH

The Faerie city of the Pech is hidden in a valley surrounded by a precipitous cliff-face. The only way to get to the city without having to make a *Very Hard* Climb Roll is via the moonbridge. An artifact of magic, the moonbridge allows *Easy* access to mortal realms only on bright moonlit nights. At dusk, the light of the moon dances in the air, creating gossamer filaments of light. These lines of light intensify and solidify into a path upon which mortals may enter their city. Only about twelve nights a month are bright enough to create the moonbridge. Clouds obscuring the moon cause the moonbridge to flicker in and out of existence, endangering those upon it.



ITHURIEL

Slender granite spires emerge from the misty vale; arched bridges adorn faerie towers. Mortal visitors are far too large to enter the diminutive structures or to scale the fragile piers of stone. Rising some 50' to 70' high, minarets appear to be sculpted from a single vein of rock, not unlike a flower frozen in stone. Only the dwelling of Ithuriel is large enough to house Men. Narrow cobbled streets are swept, faced by workshops for craftsmen and masons. Shy inhabitants are never seen by day and rarely by night, for their cunning hands are busy weaving and molding stone to suit their artistic passions.

7•AERIE OF THE HIRAZI

The Setting: Mt. Pelathorn, ancestral aerie of the Hirazi.

Requirements: Three or more player characters of at least third level (plus Ithuriel).

Aids: A magical means of flying, climbing equipment, tact and diplomacy.

Obstacles: The daunting slopes of Mt. Pelathorn and the perverse code of the Hirazi.

Rewards: The gratitude of Ithuriel, the possibility of further adventures, and favorable trade with the Hirazi.

THE TALE

Ithuriel desperately wants to rejoin her people and to learn about Hirazi customs and culture. She is unaware that she was deliberately abandoned and may be ostracized upon her return. She will try to convince the PCs to escort her to the Hirazi Aerie.

THE TASK

Ascending to the Aerie will take at least four hours (i.e., 4 Climbing Rolls) and ranges in difficulty from *Medium* to *Sheer Folly*, depending on the route chosen and equipment used. From the summit of Mt. Pelathorn, Hirazi guards will fly down to inspect the intruders and escort them into the aerie. They will look with suspicion on all non-flighted beings.

Once at the Hirazi aerie, Ithuriel will request an audience with the King, hoping to learn something of her past. This is what she believes proper, having routinely dealt with the King of the Pech on a personal level. In this instance, it is perceived as a breach of etiquette. PCs and Ithuriel will be summoned at length to appear before a very annoyed Hirazi King.

Ithuriel will plead with the king to restore her rights and privileges granted to all Hirazi. The king will claim she is obviously deformed and unsuited for life in the aerie. To regain her status, Ithuriel must prove worthy; the king will propose a quest. He wants to understand better the nature of the obelisk of Peligris, and so commands Ithuriel to investigate its purpose.

The King will next address the PCs. Humans have despoiled Peligris. The party must withstand many questions and accusations. In effect, they are put on trial. To successfully defend Mankind requires an *Extremely Hard* Diplomacy or Philosophy/Religious Doctrine roll [-3 Philosophy:KS]. Failure will result in trial by combat. PCs individually must face a member of the Surani Peligris in the arena, a great domed chamber where ritual combat occurs. A flighted warrior-mage will have an advantage over the earth-bound PC. Survivors have proven their worth and may leave the Aerie. (After the trial King Bellenden will consider the PCs' arguments. If no one makes the Philosophy roll, the King will prepare his warriors for further combat.)



AERIE OF THE HIRAZI

THE HIRAZI OF PELIGRIS

Racial Origins: Warfare drove the original Hirazi across southern Emer in search of a refuge in Peligris. In the centuries since, the Hirazi have never left the mountain peaks. Other clans of Hirazi have settled in lofty aeries elsewhere on Kulthea.

Favored Ecosystems: Hirazi live in remote mountainous crags at high altitudes. They spend most of their lives gliding with the winds, scorning more than minimal use of their graceful aerie.

Political Structure: The King of the Hirazi is absolute ruler. Prior to his death, the moribund King determines his successor. All disputes are adjudicated by the King's chosen representatives.

Social Structure: All the Hirazi who live on Mount Pelathorn are considered to be members of the same extended family. The worst punishment is banishment. Older Hirazi are accounted senior in both hierarchy and importance. The young are accorded very little rank or privilege until they pass a rite of Ascension.

Military Structure: The defense of the Aerie of the Hirazi rests entirely on the "Surani Peligris," the Protectors of both King and Realm.

Currency: The Hirazi have no currency.

Language: The Hirazi speak their own tongue, Hirazian. They also speak the local dialect, Yatic, the trade language of the folk of Coronan.

Appearance: Hirazi stand 5' to 5'8" tall, weigh from 60 to 85 lbs, and have a 12' wingspan. Emaciated people whose skeletons are formed of hollow bird-like bones, the Hirazi are adapted to high altitudes. Their upper back and shoulders are incorporated into the wing structure, the feathers of which are a gorgeous blue. The wings fold into a flattened configuration on the back when the Hirazi is not airborne, to protect the delicate surfaces from damage. The short hair on their heads is silver or white and tightly curled. Hirazi have blue eyes and fair skin.

Housing: Hirazi roost in nooks and ledges all along the slopes known as the Aerie. They live in a wind-shaped realm of cold austerity.

Diet: Omnivorous, Hirazi eat a variety of foods procured from the region. They are fond of eggs, fresh meat and a dried, high-energy wafer made from starchy plants.

Worship: Hirazi worship the following Lords of Orhan:

Kuor	(sky-king)	"Talas"
Valris	(learning, wisdom)	"Korom"
Reann	(sleep, dreams, night)	"Narul"
Eissa	(death/rebirth, winter)	"Deeva"
Phaon	(sun, summer, heat)	"Giiri"
Oriana	(love, fertility, spring)	"Annat"
Cay	(strength, athletics)	"Lourn"
Iloura	(plant, animal, Earth, fall)	"Veera"



SYMBOL OF THE ARMS OF THE SURANI



Special Abilities: In addition to flight, Hirazi can stand extremes of temperature, especially cold. Hirazi may be any profession, but semi-spell users predominate.

Weaknesses: Aside from the fragility of their wings, Hirazi are most vulnerable to magic: -5 vs. all magic [-1 to Mind Defense, Defense, and Protect].

Arcane Society: The protectors of the Hirazi Aerie are the Surani Peligris, fearless warrior-mages sworn to defend king and country from those forces which would seek to destroy or corrupt Peligris. The arms of the Surani Peligris consist of an eagle's head encircled by a ring of feathers, blue on silver. In addition to their normal base lists, members may also learn the Ceremonies list ("RMCI," p. 28).

King: Bellenden Durandal lives by the ancient code of the Surani: those of evil or destructive intent must be driven out of Peligris or annihilated. His warriors have reported grave offenses against nature perpetrated by the Men of Coronan. Yet he cannot bring himself to wage war against other sentient beings, believing them to be misguided rather than evil. He is interested in speaking with humans first-hand to understand the defiling of his realm with fumes and slag, the deforestation of the hills, and the poisoning of the Arle River.

THE AERIE

Perched upon cliff-face ledges, the Aerie of the Hirazi is as starkly refined as the winged folk themselves. Domed grottos and round chambers are cut into the rock face, providing shelter from the fiercest elements. Aged and flightless young are found here. Hirazi sleep on hard mats within the chambers, where supplies and their few possessions are stored. Open doors and unshuttered windows allow chill air to enter.

Ledges of jagged stone provide sites for cooking and socializing when the Hirazi are not in flight. Flightless children play here, testing their wings in the breeze. Other young perfect their landings as they fly from ledge to ledge or raid nests. Higher up, above the inaccessible regions of Mt. Pelathorn, circles the king's guard, alighting on remote crags.

No path or stair connects the Aerie with the lands beneath it. Hirazi dwell here at altitudes of over 7,000', with only steep slopes, rough faces, and sheer cliffs between them and Mannish folk. The Hirazi scorn earth-dwellers, preferring to soar across empty skies. Light drakes, eagles, and gryphons of Peligris respect the flighted ones' domain.

8 • ASCENT OF DOOM

The Setting: The base of Mt. Nalrothorn, where the entrance lies obscured.

Requirements: Three or more player characters of at least fourth level, Ithuriel.

Aids: Thieves, PCs with the "Detect Traps", "Guess", or "Power Perception" spell or ability.

Obstacles: Traps of long ago.

Rewards: Weapons and jewels left behind by less fortunate adventurers.

THE TALE

To prove her worth to the Hirazi King, Ithuriel must journey to the mysterious obelisk atop Mount Nalrothorn and determine its nature. There are only four ways of reaching the obelisk: flight, magic, aided climbing, and the underground passage of Monanga (H. "Ascent of Doom"). Flight and magic will probably not be available to the group; climbing the slopes of Mt. Nalrothorn is very dangerous. The only route left, an enclosed stair, is considered a death trap by the Hirazi. No one within recollection has successfully climbed it and returned.

After his discussion with the party, the King pities Ithuriel. Yet he will not reveal Monanga's danger to her, sealing her doom if she journeys alone. According to the Code, flightless Hirazi who do not commit ritual suicide are to be banished or killed. Thus, he offers Ithuriel an honorable death facing unknown challenges. "A good death for the Wingless One," muses the Regent.

THE TASK

The fact that the group is walking into danger will be evident to anyone who casts the appropriate "Intuitions", "Dream", "Channel Opening", "Commune", etc., or who rolls successfully for Divination, Channeling, Prayer, or Intuition [Luck]. Even when presented with this knowledge, Ithuriel will still insist upon ascending the Monanga. If PCs do not go with her, Ithuriel will never be seen again. If the group travels with Ithuriel, she has a chance to reach the summit of Mount Nalrothorn and to examine the mysterious obelisk of Peligris. Returning is another matter.

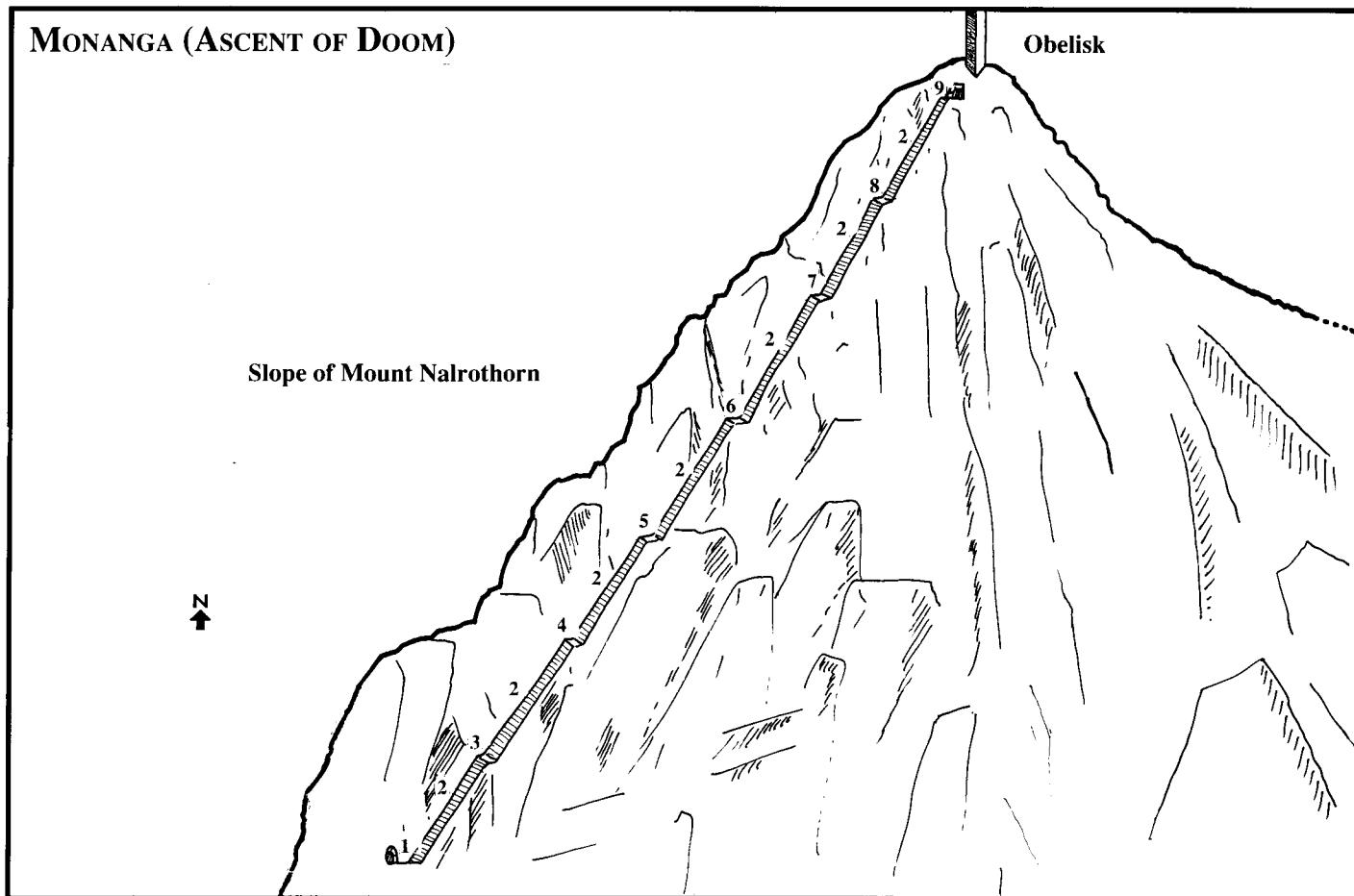
A HISTORY OF MONANGA

Long ago, when Peligris was one of Tirrena's refuges, she ordered the Monanga built by craftsmen from beyond the Essence Portals, to link her tower with the lowlands. (She feared attack from her many enemies.) Tirrena's greatest fear was of assassins who might inch stealthily up the slopes of Mount Nalrothorn. The stairway gave assailants an easy, secretive way to ascend the mountain. Interlopers believed this was a private entry to her retreat. Though the tower no longer exists — it was destroyed in the creation of the obelisk — the Monanga and its traps remain.

MONANGA ("ASCENT OF DOOM")

At the base of Mount Nalrothorn, one finds no trace of the Monanga. Merely locating the entrance to the Ascent of Doom requires a successful *Hard* (-20 vegetation = -30 total) Perception or a *Routine* (-20 vegetation = +10 total) Locate Secret Opening Roll, due to the dense overgrowth. Once they discover the Ascent, PCs must take 4 man-hours of labor to clear foliage from the entrance. Each participant in this endeavor must make a *Light* maneuver. The doorway is surrounded by the Iruaric inscription: "*Friends of Tirrena may safely pass.*" The door is made of reinforced steel and locked, *Hard* to open.

MONANGA (ASCENT OF DOOM)



1. Entryway to Monanga. After the group enters this 30' x 30' area they will undergo a 30th level "Fear" attack (those who fail by more than 50 may not return for 24 hours) [10D6 Dominate].

2. One Thousand Steps. A flight of 1000 steps, 30' wide, ascends out of sight. Every 10 steps taken confers 1 exhaustion point to the traveller. The journey upwards necessitates an *Easy* maneuver or a *Routine* Climbing roll. The one thousandth step is actually the next landing.

3. First Landing. A grisly sight greets those who ascend to the first landing. Steel spikes extend to the opposite wall, lodged in place by two pierced suits of plate armor containing bones. Evidently, the spike trap broke while impaling these two unfortunate fighters. No danger exists now, but it requires a *Medium* Contortion roll or a *Very Hard* maneuver to pass. Bending the steel spikes to allow passage requires an *Extremely Hard* Adrenal Moves Strength Roll.

Possessions of the long-dead victims which are still of value:

- 48 cp, 21 bp, 8 sp, 3 gp, & 1 gem worth 78 gp.
- steel short sword: +10 [+1 Accuracy].
- full helm: no Perception penalties.
- gold Ring of Thoughtfulness: raises wearer's Reasoning and Memory to 95 [INT:19] unless already superior.

4. Second Landing. Apparently, there is nothing extraordinary about this 30' x 30' area; however when approached, the image of Tirrena will appear and say (in the PCs' native language): "Rest here, weary friends. Partake of these provisions." She will point to the center of the landing where a sumptuous feast awaits.

The food is tasty and nutritious, but it is doubtful anyone will be able to sample it. The inner 25' square is set on a fulcrum, so that anyone who steps foot on it will be hurled to his death (+300 Fall/Crush) [30D6 normal]. A *Very Hard* Perception or an *Easy* Detect Traps roll will allow one to notice the nature of the trap. It may only be disarmed by hammering pitons into the stone, an *Extremely Hard* Disarm Traps roll. The landing may safely be traversed by walking around the perimeter, a *Routine* maneuver. Moving down the fulcrum's line (to get food and water) requires a *Very Hard* Tightrope Walking or *Sheer Folly* maneuver.

5. Third Landing. The remains of seven warriors lie scattered about. Those who make an *Extremely Hard* Perception roll will notice the armor of the fallen appears to be undamaged. A *Hard* Deduction roll will reveal that the trap is subtle and must affect the whole area. When someone steps on the landing odorless, colorless poisonous fumes waft up from the floor. Every round of exposure necessitates a RR vs. a 5th lvl respiratory poison [-1 CON-Roll each Turn; failure results in death].

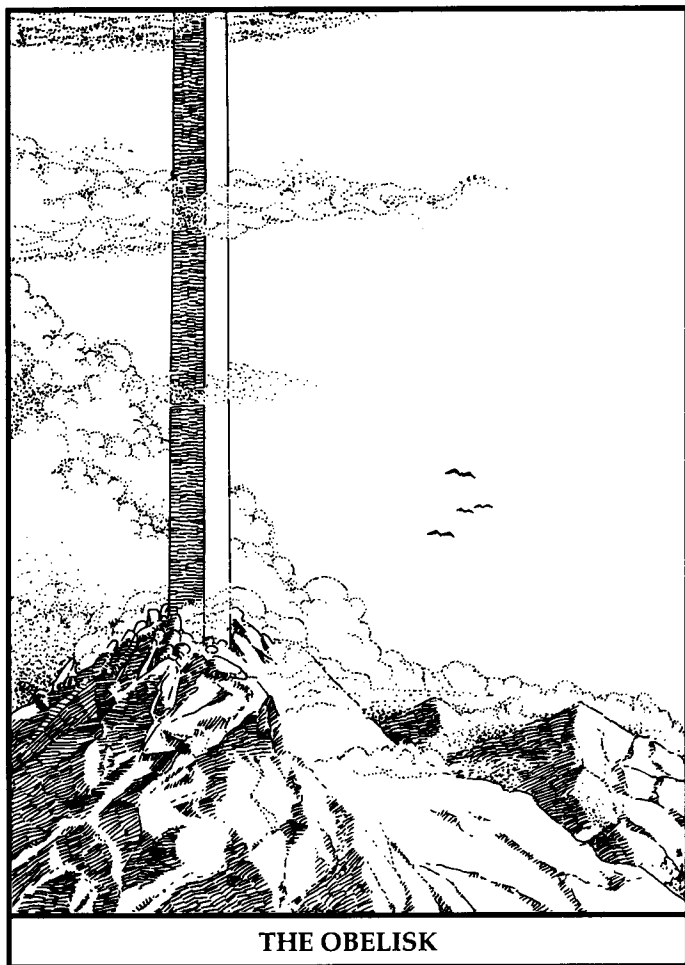
Useful items lying near the bodies include:

- 60 cp, 45 bp, 22 sp, 12 gp & 4 gems (worth 23, 36, 66, & 190 gp respectively).
- three steel daggers: +10 [+1 Accuracy].
- two steel long swords: +10 [+1 Accuracy].
- Chain shirt: AT13, +15 [+2 Protect].
- vial filled with a blue fluid: potion of invisibility, lasts one hour.

6. Fourth Landing. Long ago, three adventurers reached this point and died: three skeletons lie sprawled across this 30' x 30' area. A *Sheer Folly* Perception or *Hard Detect Traps* will reveal a multitude of tiny holes on the walls and floor. From these tiny holes issue myriad needle-like projectiles if more than 300 lbs. of weight is applied to the floor. (50 lbs. of material is already present). To cross this landing, PCs need only walk one at a time; PCs who weigh more than 250lbs. are in trouble! Anyone affected by the shower of needles must undergo 10-100+0 Tiny Attacks [1D6 to 10D6 Blast]. Undamaged articles lying near the skeletons include:

- 62 cp, 58 bp, 36 sp, 31 gp & 2 gems (worth 57 & 71 gp).
- wand of metal bolts: *Medium Attunement* [1D6+1 killing dmg].
- spear of Lugrôki slaying: +20, +30 vs. Lugrôki [+2 Accuracy, +3 vs. Lugrôki, 2D6 killing, 3D6 vs. Lugrôki].
- silver ring: x2 Mentalism multiplier [grants wearer additional END usable only for casting spells].

7. Fifth Landing. (PCs who make it to the fifth landing deserve at least 100 base experience points.) The trap in this area is so obvious, PCs might miss it. Whenever people walk across the floor, the opposite walls slam together, crushing anyone caught within (2-20 "E" Crush crits) [3D6 to 30D6 Killing]. It is a *Medium Perception* or *Routine Detect Traps* roll to notice grooves notched in the floor, guides for the walls' runners. Wedging something under the door can disarm the trap. This is a *Hard Disarm Traps* roll [-2 Lockpicking] and has a 10% cumulative chance of failing each round. Avoiding the crushing walls when on the landing is a *Very Hard Acrobatics* or *Tumbling roll* or *Sheer Folly* maneuver. The GM may decide to include an additional -1 modifier for every foot away from either staircase [-1 for every 3 meters away].



THE OBELISK

8. Sixth Landing. (Any PC reaching this landing should receive at least 500 base experience points.) The trap in this area is magical. For every round which a PC is within the 30' x 30' area, he receives a "C" severity Electricity Critical (a "E" crit for anyone in metal armor) [2D6 Killing Blast per Turn, 4D6 if PC wears metal armor]. Characters will need to be lucky to dispell the 80th lvl effect.

9. Seventh Landing/Exit. (Survivors who venture onto the highest level should receive at least 1000 base experience points.) Tirrena will once again appear, saying: "The way was difficult, my friends; rest before ascending to my lofty abode. Food and drink are yours, if you wish. Be careful once you are on the mountainside, for it can be treacherous." The feast is poisoned with a 20th level reduction poison [-8 CON-Roll; failure means vitals turn to jelly in 1-10 hours]. The unlocked doorway is made of steel. The surface of the door is painted with a hypnotic pattern. Anyone failing a SD-based RR vs. 50th lvl [13D6 Dominate] is unable to move, transfixed by the design. As long as they are able to see whorls of color, they must remain immobile. They are freed once their view of the pattern is obscured. The only way to avoid a RR is to close or avert their eyes. Once outside, the base of the Obelisk of Peligris is only 300' away, a *Very Hard Climb*.

9•THE ETERNAL TRIANGLE

The Setting: High atop Mt. Nalrothorn, at the Obelisk of Peligris.

Requirements: Any number of PCs of at least fifth level, and Ithuriel.

Aids: Player Characters with high Intuition, Deduction, Luck, or "Guess."

Obstacles: The obelisk and Morgus.

Rewards: A potent magic item from Morgus.

THE TALE

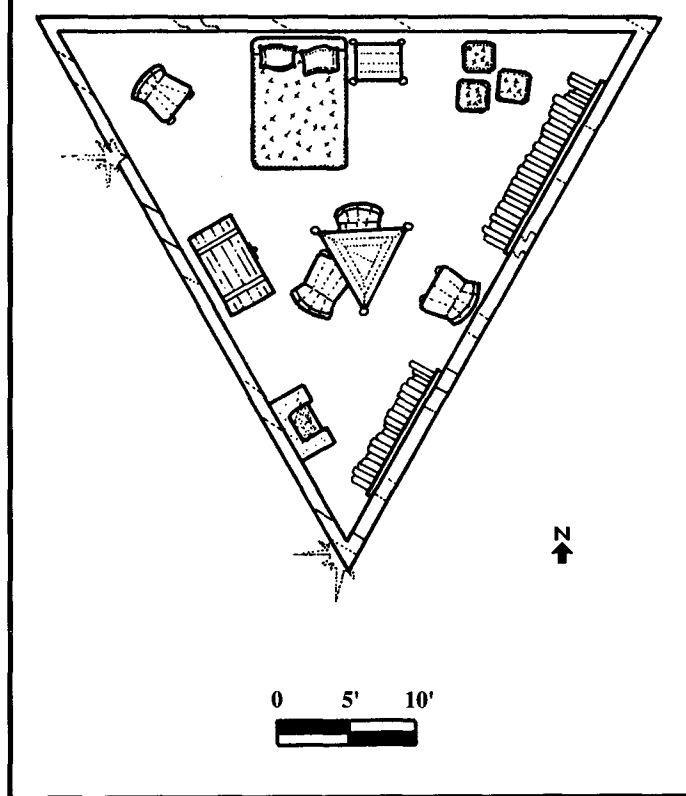
Although Tirrena was called the Evil Sorceress, no one is without a trace of good. Thus, late in the Second Era, Tirrena found her true love, an Archmage called Morgus. Unfortunately, Morgus was soon to wed another woman, Arian. Unable to chose between them, Morgus carried on a love affair with both. When Tirrena discovered his deception, she grew angry. Loathe to accept this love triangle, she imprisoned the Mage within three walls of Essence until his love for Arian faded. This triangle of Essence-force entrapped Morgus within the irony of his indecision. Tirrena herself was destroyed in the Final Conflict before releasing Morgus, who remains there still.

THE TASK

Once PCs reach the summit, they may attempt to examine the obelisk. Three smooth black planes glide upwards to an apex out of sight. Its surface feels like cold, polished basalt and cannot be climbed. The party should seek to learn as much as possible about its structure in order to fulfill Ithuriel's quest. Detect or typing spells cast on the artifact will reveal every realm of magic present, and with such intensity that the caster is stunned for 1-6 rounds. The walls feel solid 90% of the time, but there is a 10% chance that they will be insubstantial and allow a PC to pass through them. Within the obelisk resides Morgus, the Archmage.

Additionally, PCs should probably try to help Morgus escape his prison, or flee for their lives if they fail. By conservative estimate, Morgus has been imprisoned for 6,000 years. Although he is sane, solitary confinement has not mellowed his personality. His reasonable and friendly demeanor masks a ruthless and frantic desire to escape. If a PC should irritate him, his life is forfeit.

THE ETERNAL TRIANGLE



MORGUS

More than anything else, Morgus wishes to escape his prison. If anyone walks into the obelisk, Morgus may offer him refreshment, apologizing for the mess. If asked, he will relate his life story. When his visitor(s) are lulled into an acquiescent frame of mind, Morgus will ask penetrating questions, such as:

- "Where do you come from?"
- "How did you pass through the barrier?"
- "How do you intend to leave?" And so on.

If PCs are recalcitrant in any way, Morgus' friendly veneer will erode. He might say: "You should help me escape. I have singular hungers which must be sated." If they are unable to help Morgus escape, he will slaughter them one-by-one in ingenious ways. It is important to note that throughout his dealings with PCs, Morgus will appear to be genial.

THE OBELISK

In appearance a solid pillar of basalt, the obelisk is triangular in cross-section and extends up and out of sight. Tirrena sculpted this massive artifact from raw Essence energies. The Essence storm which resulted destroyed her tower. But where the flows of three Essence streams converge, the enigma of the pillar emerges. Although it looks and feels like stone, the obelisk is composed of energy fields. Only rare fluctuations in the fields will permit entry (10% chance upon contact). It tapers ever so gradually to a peak, forming an enclosed space in which Morgus is imprisoned.

In reality, the strength of Morgus' own desires keep him a prisoner. Tirrena shrewdly created a magical system, whereby the emotional power emanating from Morgus enhances and maintains the invulnerable walls. Beings without such emotions find it difficult — but possible — to pass in and out of the obelisk.

Morgus has never escaped the chamber because he maintains a passionate and unwavering love/hate for both Tirrena and Adrian. For all his arcane knowledge and wisdom he is unable to realize his dilemma.

Only if Morgus abandons all feeling for the women can he hope to free himself. This is a *Hard* Deduction for any player character to make. If the answer is presented to Morgus, he will appear incredulous, then relieved. He must meditate to free himself from all powerful emotion, then make a successful resistance roll vs his own level. At this point he may pass through the obelisk, a free being!

The interior of the obelisk is an equilateral triangle with 35' long sides. A single furnished room maintains a comfortable temperature and light level. There are adequate furnishings and long shelf of books which are magically replaced with new volumes upon reading. Food and drink also appear in response to Morgus' needs.

Scattered about the chamber are:

- Flask of Sweet Rainwater: dispenses pure water, enough for 4 people/day.
- Cloth of Feasts: provides food for four 1x/day when spread.
- Tome of Wisdom: after 3 months of study will raise Me and Re stats to 101 (temp. and pot.) [INT:21] permanently.
- Dagger of Brilliance: +20 polished steel, casts spells off Brilliance list (to 10th lvl) up to 25 pp/day [+2 Accuracy, 25 Active pts].
- Mithril ring: 3x spell multiplier, any realm of magic [grants twice wearer's END, usable only for casting spells].
- Elven chain: AT-16, DB of +20, encumbers as AT-13 [DEF 6, weighs 12kg]
- Dice of Chaos: two obsidian die, roll on chart (C&T, P.77) or GM discretion.
- Cloak of Flying: 3x/day allows flying at 300'/rnd for 10 rounds [100m/Turn for 9 Turns].
- Wand of Lightning: casts Lightning Bolt at +10/charge expended, max. of +80, has 35 charges [8D6 Blast (Fast & Easy), costs 12 END out of a 420 Reserve that never recharges].
- Boots of Speed: dark leather, adjust to wearer's size, cast 12 pp/day off Rapid Ways [Haste twice per day].
- Spell Book: all Arcane lists to 20th level.

GM NOTE: For Morgus' complete statistics, see "Major NPCs" in Part III near the back of the book.

AFTERMATH

If PCs gain Morgus' release, he will grant each of them a magic item from his collection. Ithuriel will have fulfilled her quest by learning the secret of the obelisk. She may decide to travel with the PCs rather than return to the Hirazi Aerie or to the Pech city.

Were Morgus to become an active force in the world, he would be considered a Local God. Fortunately, he has no intentions of remaining on the planet. Morgus suspects that Tirrena lives yet on another plane of existence. After his liberation, Morgus will journey to this realm to seek her out.

The moment after Morgus leaves this world, the prison of his own making vanishes, unleashing an Essence Storm. Raw Essence floods the area; physical manifestations include a severe electrical storm accompanied by strong winds. Those within 100' must make a RR vs 80th lvl. Failure by 1 to 50 means PC receives a "C" Shock and "A" Plasma crit (RMC III); failure by 51 to 100 gives a "D" Shock and "B" Plasma; and failure by more than 100 results in an "E" Shock and "C" Plasma. Even PCs who make the RR get a "B" Shock critical. Essence users (even hybrids) have their power points ripped away by the magical storm if they do not make a RR vs. 80th lvl [Con roll at -5. Failure by 1-4 means taking a 2d6 Energy Kill, failure by 4-7 means taking a 3d6 Energy Kill. Failure by 8+ means 4d6 Energy Kill. A successful roll results in only 1d6 RKA].

PART III

• TABLES AND CHARTS •

1•ENCOUNTER CHART

Encounter	Mountain	Town/Rural	Mines	Encounter	Mountain	Town/Rural	Mines
Chance (%)	25	75	50	Local Residents			
Distance (miles)	2	.5	.125	drinking	—	61-65	—
Time (hours)	4	1	.5	hauling goods	71	66-69	—
Miscellaneous Events				relaxing	—	70-71	—
Natural Hazards	01-10	01-02	01-15	traveling	72	72-73	—
Severe Weather	11-15	03-05	—	working	—	74-77	—
Traps/Ambush	16-20	06-10	16-25	Local Toughs	—	78-82	—
Animals				Merchants	—	83-85	—
Ants	21-26	11-15	26-29	Thugs	—	86-90	—
Donkey	27-36	16-20	30-32	Nobles	—	91	—
Eagle	37-40	21	—	Pickpockets	—	92-95	—
Llama	41-50	22-25	—	Prospectors	73	96-97	—
Scorpions	51-54	26	33-34	Scouts	74	—	—
Spiders	55-58	27-28	35-37	Tax-takers	—	98	—
Snakes	59-62	29-30	38	Trackers	75	—	—
In Civilized Areas				Vigilantes	—	99	—
Actors/Minstrels	—	31-32	—	Monsters			
Adventurers	—	33	39-40	Fire Hounds	76-77	—	41-43
Assayers	—	34-35	—	Gemstings	78-79	—	44-45
Assassin	—	36	—	Great Eagles	80-81	—	—
Bandits	63-66	37-39	—	Gryphon	82-84	—	46
Beggars	—	40-41	—	Light Drake	85	—	47
Burglars	—	42-45	—	Manticore	86-88	—	48-50
Chaplain	—	46-47	—	Thyfur	89-90	—	—
Constable	—	48-50	—	Races of Unusual Beings			
Cutpurses	—	51-55	—	Hirazi	91-95	—	—
Fishermen	67-68	56	—	Pech	96	—	—
Guards	—	57-58	—	Trogli	—	—	51-90
Hunters	69-70	59-60	—	Yaai	97-98	—	—
				Special or Reroll	99-100	100	91-100

Note: The period between encounter rolls is determined either by the distance covered or the time passed, whichever is shorter. If the GM rolls less than or equal to the Chance %, an encounter takes place, and the appropriate column is consulted for a second roll.

(*) = Creature has a 20% chance of being Giant.

GM Note: An encounter need not always indicate a combat situation. First, interesting encounters may be staged around trading activities, information gathering, rumor planting, etc. Second, many potentially dangerous situations may be avoided by proper action and/or good maneuver rolls. If the GM is using the Standard Encounter Chart from *ChL/Cal*, the nature of the encounter can be determined (i.e., trap/ambush, attack, hostile, basic, sighting). Then the actual encounter may be determined by this chart.

Use of the Encounter Table and Codes: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter. An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

2•MAJOR NPCS

ITHURIEL, THE WINGLESS ONE

Age:22. **Eyes:**Blue. **Hair:**Blonde. **Build:**Thin. **Height:**5'5".
Race/Sex: Hirazi/F. **Skin:** Pale. **Demeanor:** Reticent, innocent.
Dress: Silken cloak. **True Attitude:** Fearless, driven, trusting.

Hits: 38. **Melee:** 33da. **Missile:** 47da.

AT(DB): 1(40)*. **Sh:** N. **Gr:** N. **MovM:** +35.

Lvl: 7. **Profession:** Illusionist. **Stats:** St24; Qu99; Em98; In60; Pr90; Ag99; Co95; Me97; Re75; SD43. **Will:** 40. **AP:** 100. **PP:** 14x2=28.

Base Rate: 70'.

Skill Bonuses: Acro45; Adv27; Ant51; Attm68; BMath34; Chan26; CirLr36; Climb60; Cook45; CraF28; DSp(Strike)57; DSp(SBolt)52; DSens41; FayLr64; GPerc46; HerLr49; Lperc42; MedH37; PhRD34; PwrPc71; RacH49; Papl40; RMas50; Rune48; S&H50; Star47; Surv39; Swim40; SymLr41; Tale47; TmSen45; Trad40; TrdLr52; Trick60; WrLr36.

Feather charm: x2 Illusionist multiplier, +5 to DB & RR. [Grants additional END equal to user's END; usable only for casting spells, +1 to rPD, 6 to rED.]

Cloak of Hiding: +50 to Hiding [+5 Concealment].

Steel dagger: +18 [+3].

Eight Darric berries: heals 10 hits instantly. [Heals 1 ppip STUN & BODY.]

STR:6	DEX:20	CON:19	BODY:11	INT:17
EGO:15	PRE:18	COM:20	PD:2	ED:4
SPD:4	REC:6	END:38	STUN:24	
OCV:7	DCV:7	Phases:3,6,9,12		

Skills: Acrobatics (13-), Fam. with Advanced Math (8-), Climbing (13-), P/S: Cookery (12-), +2 with Spells, Navigation (12), +1 Perception, K/S: Herbs (11-), First Aid (12-), K/S: Racial History (11-), P/S: Rope-tying (11-), K/S: Runes (11-), Stealth (13-), Concealment (12-), K/S: Stars & Astronomy (11-), Survival (8-), +1" Swimming, K/S: Symbols (11-), Oratory (13-), Trading (13-), Sleight of Hand (13-), A/K: World (11-), Familiarity with Dagger (melee and thrown). K/S: Faerie Lore (12-).

RARG THE CYCLOPS

Age:163. **Eyes:**One. **Hair:**Brown. **Build:**Massive. **Height:**26'10".
Race/Sex: Giant/M. **Skin:**Light Grey. **Demeanor:** Hostile.
Dress: Loin cloth. **True Attitude:** Protective, lonely.

Size/Crit: H/SL. **Hits:** 480. **Melee:** 100We(3D) & 70LGr/110LCr. **Missile:** 80ro.

AT(DB): 11(30). **Sh:** N. **Gr:** N. **MovM:** -10.

Lvl: 16. **Profession:** Fighter. **Stats:** St100; Qu39; Em37; In25; Pr80; Ag23; Co100; Me83; Re31; SD22. **Will:** 40. **AP:** 23.

Skill Bonuses: AMovStr42; Amb20; BDS48; Brwl69; Cave54; Climb72; Cook50; DSens40; Forag61; Fren50; GPerc38; Jump69; RdTck40; RegLr61; SKill56; S&H56; Stun89; Surv18; WpnSk100*.

STR:50	DEX:5	CON:35	BODY:25	INT:8
EGO:5	PRE:30	COM:5	PD:25	ED:16
SPD:2	REC:20	END:70	STUN:120	
OCV:6	DCV:2	Phases:6,12		

Damage: 10d6 normal.

Skills: +5 Strength (based on Ego roll), +4 in H+H Combat, P/S: Caving (11-), Climbing (13-), P/S: Cookery (11-), Survival (12-), +1 Perception, +1" Jump, Stealth (10-), Concealment (14-).

MORGUS

Age:7534. **Eyes:**Blue. **Hair:**Black. **Build:**Average. **Height:**6'7".
Race/Sex: Grey Elf/M. **Skin:** Pale. **Demeanor:** Friendly, sensible. **Dress:** Red Robes. **True Attitude:** Desperate, ruthless.

Hits: 144. **Melee:** 110da. **Missile:** 110da.

AT(DB): 16(35). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 60. **Profession:** Archmage. **Stats:** St95; Qu97; Em100; In98; Pr99; Ag96; Co95; Me101; Re101; SD93. **Will:** 95. **AP:** 102. **PP:** 420.

Spells: All Arcane and Magus base spell lists to 50th level.

Skill Bonuses: Acro45; Act77; AMath157; AlcmY182; Arch157; Ast182; Attm165; BMath157; BChem150; Chan140; CirLr127; Climb45; DemLr182; DtTrp70; Dign75; Dip172; DSp(FBolt)100; DSens75; DrgLr180; Dup75; Eng157; FayLr182; Gamb80; GPerc93; Hypn78; Intg75; Lead98; LPerc75; MRitl172; MAst70; Map182; MedTr128; Mnem152; Nav175; PhRD182; Phys157; Plnt155; PPerc75; PwrPcl85; PwrPj145; Prop75; PSp95; RacH180; Rune165; Sed108; SAmbA95; SRW105; S&H55; Stun40; Swim70; SymLr172; Tale100; Trick72; WrLr152; WpnSk(da)110*; XenLr178.

STR:19	DEX:19	CON:19	BODY:13	INT:21
EGO:20	PRE:19	COM:22	PD:10	ED:10
SPD:4	REC:8	END:38	STUN:35	
OCV:9	DCV:4	Phases:3,6,9,12		

Skills: Acrobatics (13-), Acting (13-), S: Advanced Math (17-), S: Alchemy (18-), S: Astronomy (18-), S: Chemistry (16-), Climbing (13-), K/S: Demons (19-), K/S: Dragons (19), Security Systems (13-), Persuasion (13-), Oratory (13-), K/S: Faerie Lore (19-), Gambling (12-), +2 Perception, P/S: Hypnotism (13-), Interrogation (13-), P/S: Cartography (19-), First Aid (16-), Navigation (17-), K/S: Racial History (19-), K/S: Runes (16-), Seduction (15-), Stealth (13-), Concealment (13-), +2" Swim, K/S: Symbols (18-), Sleight of Hand (13-), A/K: World (11-), +4 with daggers, Conversation (13-), 150 Active pts. Dominate & Blast.

3•ROLEMASTER CHARTS

ROLEMASTER BEAST CHART

Creature	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Outlook (IQ)
Ants	0A	1	Spt/10	IN/VF	T/-	1	11(30)	0SSt30/0TPi(100)	20-2000	Normal(NO)
Donkey	3C	60	FSpt/40	MD/MF	M/-	90E	3(40)	40SCr60/40SBi40	1-4	Normal(NO)
Eagles	3C	130	Dash/20	FA/FA	M/-	30E	1(30)	50MCI/35SPi	1-2	Aggres.(VL)
Fire Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50FBreath	1-10	Bellig.(NO)*
Gemsting	4D	80	Run/10	MF/VF	M/I	85F	12(40)	80LSt/60LPi(2x)	1-2	Hungry(NO)
Great Eagle	8F	150	Dash/20	VF/VF	M/I	150F	3(60)	80LCI/60MPi/60MBa	1-10	Good(SU)
Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCI/60LBa/100Pi	1-2	Bellig.(LI)
Light Drakes: young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	100LBr/90HHo/60HBI/ 80HCl/60HBa1	1	Varies(SU)**
mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	120LBr/100HCl/80HBI/ 70HBa/100HHo	1	Varies(HI)**
old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	140LBr/110HCl/90HBI/ 80HBa/110HHo	1	Varies(VH)**
Llama	3C	100	FSpt/30	MF/MF	M/-	60D	3(20)	20SBI/20MBa/40MTs	1-10	Timid(NO)
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	100LCI/80hcb(2x)	1-5	Cruel(MD)
Pit Viper	2A	40	Spt/20	SL/BF	S/-	20B	1(40)	40SSt	1-2	Aggres.(NO)
Rath	13	50	Spt/10	SL/SL	L/II	250	20(20)	100LBa/120LBI	1	Hungry(LI)
Scorpion	0A	2	Spt/10	IN/VF	T/-	1	12(30)	0TPi50/10SSt50	1-2	Aggres.(NO)
Spider	0A	1	Spt/10	IN/VF	T/-	1	1(10)	0SSt/0TPi(50)	1-2	Normal(NO)
Thyfur	10G	140	Dash/40	VF/FA	L/I	200G	4(40)	100HCl/80LPi	1-2	Aggres.(AV)
Yaai	3C	80	Dash/25	MF/MD	M/-	50D	3(20)	40Melee/40Missile	1-4	Jumpy (AV)***

*Fire breath bolt range is 50'; cone length is 30' with a 20' base. Fire Hounds are immune to fire and heat attacks but take double damage from cold attacks.

**Fair swimmers, Light Drakes move at 20% of their normal pace in water. Drakes have command of Light Law and Detecting Ways spell lists (3xlv. PPs). For every 5 levels above the 10th level, Drakes may possess another Essence-based list. Their electrified breath may be used once per minute up to 25 times per day. Lightning bolt range is 300'; cone length is 200'; cone base is 40'.

***Black-haired spirits which inhabit the lower mountain regions, Yaai shout and sing while roaming steep slopes. Echoes bounce their eerie voices from peak to peak, concealing their location.

ROLEMASTER MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh?	Gr?	Melee Ob	Missile Ob	Mov M	Notes
NPCS IN "THE INN OF ROSES"									
Rose Tolbrand	3	34	1(5)	N	N	28da	23da	-5	Female; NoProf.
Stats: St64; Qu77; Em74; In56; Pr80; Ag86; Co52; Me78; Re47; SD90; AP60.									
Nat Tolbrand	3	36	1(0)	N	N	33da	28da	0	Male; No Prof; Master.
Stats: St73; Qu70; Em69; In78; Pr65; Ag75; Co88; Me76; Re68; SD77; AP52.									
Beck Wyncote	2	46	1(5)	Y	Y	46MAst	31da	15	Male Fighter
Stats: St90; Qu89; Em71; In28; Pr78; Ag96; Co90; Me53; Re45; SD68; AP82.									
Lurry Sny	2	28	1(15)	N	N	35da	37da	5	Male Thief
Stats: St70; Qu95; Em65; In78; Pr84; Ag97; Co75; Me64; Re76; SD54; AP67.									
NPCS IN "DISASTER AT THE CANARVON MINES"									
Lord Canarvon	8	47	1(0)	Y	Y	28ls	27lb	10	Male Scholar & Lord.
Stats: St58; Qu51; Em85; In90; Pr65; Ag63; Co81; Me75; Re94; SD62; AP92.									
Nel Nordeen Foreman.	5	68	1(10)	N	N	67wh	53lcb	5	Male Rogue;
Stats: St97; Qu92; Em73; In45; Pr75; Ag93; Co95; Me68; Re62; SD91; AP71.									
NPC IN "CYCLOP'S VALE"									
Rarg*	16	480	11(30)	N	N	100We(3D)& 70LGr/110LCr	80Ro	-10	
NPC IN "CITY OF THE PECH"									
Ithurriel*	7	38	1(40)	N	N	33da	47da	35	
NPC IN "AERIE OF THE HIRAZI"									
Bellenden Durandal	11	77	1(50)	N	N	117sp	122sb	10	Warrior-Mage; King.
Stats: St98; Qu101; Em99; In95; Pr100; Ag102; Co85; Me93; Re96; SD75; AP103 (-5 to RRs vs magic).									
NPC IN "THE ETERNAL TRIANGLE"									
Morgus*	60	144	16(35)	N	N	110da	110da	20	
*For complete statistics of these special NPCs, see "Major NPCs," Part III, 2.									

ROLEMASTER MASTER MILITARY CHART

Type/Rank	Race	Lvl	Hits	AT(DB)	Sh?	Melee OB	Missile OB	Mov M	Notes
CITIZENS OF CORONAN									
Captain	Human	6	60	13(30)	Y	+75ls	+60hcb	15	Fighter.
Guard	Human	3	35	9(30)	Y	+49ls	+44lb	5	Fighter.
Constable	Human	2	25	1(10)	N	+31cl	+21da	5	Fighter.
Worker	Human	1	15	1(0)	N	+23cl	+13ro	10	Rogue.
TROGLI TRIBESMEN									
Kor'laak	Trogli	6	66	3(35)	Y	+94cl	+82ro	5	Warrior.
Sub-leader	Trogli	3	55	3(30)	Y	+65cl	+30ro	5	Warrior.
Warrior	Trogli	2	50	3(30)	N	+50cl	+10ro	5	Warrior.
Female/Young	Trogli	1	20	2(15)	N	+35cl	+5ro	0	Fighter.
PEOPLE OF THE IIANII									
King	Pech	8	40	1(40)*	N	+55ss*	+60sb*	5	Cleric.
Wizard	Pech	3	25	1(30)*	N	-25We	+5da	0	Spell user.
Warrior	Pech	3	45	1(20)	Y	+15ss	+25da	5	Non spell user.
Female/Young	Pech	2	20	1(10)	N	+5da	+10da	0	Spell user.
AVIAN FOLK									
Shiro	Hirazi	7	70	1(20)	Y	+55sp	+85sb	15	Warrior Mage.
Suruna	Hirazi	5	55	1(15)	Y	+35sp	+65sb	10	Warrior Mage.
Karuna	Hirazi	3	40	1(10)	Y	+20sp	+50sb	10	Warrior Mage.
Female/Young	Hirazi	1	20	1(5)	N	+5MAsw	+15da	0	Semi-spell user.

ROLEMASTER MASTER HERB CHART

Name	Codes	Form	Prep/Apply	Cost	Effect
Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis.
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Will not reopen.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance to cold and pneumonia.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to second degree burns. Third degree healed in one hour.
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr).
Gursamel	tS3N	stalk	poultice	30gp	Mends bone. Takes one minute.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). (5 hrs).
Kenja	tD80U	leaf	brew	3sp	Heals 1-4 hits.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly.
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds). User takes 2-20 hits 10 rounds after ingestion.
Pok	tU2U	mushroom	suck	200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained.
Sappora	mM15E	root	chew	2gp	Stun relief 1 rnd. Acts instantly.
Savarhet	tD20U	clove	suck	380gp	Will regenerate any damaged nerves and organs. Takes one day.
Shlorp	tU10U	mushroom	suck	160gp	Lifekeeping (10 days).
Sterhen	tH40S	nut	eat	60gp	Stimulant. Adds 10 to Quickness (5 rnds). Assures wakefulness (10 hrs).
Thurlen	tM67M	clove	brew	2gp	Heals 4-40 hits.
Trimas	tU8U	mushroom	eat	150gp	Regenerate appendage (finger or toe takes one week; arm or leg one month).
Ujama	tM30U	leaf	poultice	10gp	Repairs sprains immediately.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing.

Note: No herbs or poisons grow within 1 mile of Coronan, due to the foul air.

ROLEMASTER MASTER POISON CHART

Name	Soutce	Form	Lvl	Val	Max. Effect (RR fails by >20)	Min. Effect (RR fails by <21)
Maceo	Snake Venom	Liquid	2	5gp	10-100 hits. [2d6 rnd kill]	1-10 hits.
Perolk	Leaf	Paste	5	8gp	3-30 hits. [1d6 rnd kill]	1-10 hits.
Yosis	Plant Sap	Fluid	10	15gp	Blindness in 1-10 days. [Blind]	Blurry vision for 1-10 hours.

5•FANTASY HERO CHARTS

FANTASY HERO BEAST CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Donkey	18	15	18	14	10	6	2	5	1	3	7	31	5	5	5D6N	11"
Fire Hound	15	18	17	13	18	7	1	4	2	4	8	30	7	6	1D6k, 8D6B1	15"
Gemsting	15	15	15	10	18	13	5	9	3	3	6	30	5	5	1D6k, SV	7"
Great Eagle	30	18	20	35	25	15	5	10	3	3	10	40	8	8	2x2D6k	18"
Gryphon	20	18	13	12	15	9	3	6	2	3	7	30	10	5	2x1D6k	12"
Light Drake:																
Young	40	20	18	18	15	16	6	12	4	4	6	30	7	7	2x1D6+1k	9"/40"f
Mature	60	18	23	24	30	22	7	15	5	4	8	40	6	6	2x2D6k	7"/35"f
Old	80	15	28	32	50	28	8	18	6	4	10	50	6	5	2x2½ D6k	5"/30"f
Llama	10	11	10	8	8	3	0	3	1	3	4	8	4	4	½ 2D6k	3"
Manticore	25	17	23	15	25	11	2	5	1	4	10	45	7	6	5D6N, SV 1½2D6k	9"
Pit Viper	5	20	6	2	15	1	0	1	0	4	2	7	8	7	½D6k&MV	3"
Thyfur	25	20	18	17	15	8	2	5	1	3	9	32	7	6	2x2D6-1k	14"
Yaai	10	11	13	10	8	3	0	2	0	3	7	20	5	4	W:(4D6N)	7"

FANTASY HERO MASTER NPC CHART

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DGE	MOVE
NPCS IN "THE INN OF ROSES"																	
Rose Tolbrand	13	17	10	10	15	16	3	1	2	3	3	5	24	7	6	1D6-1K	5"
Nat Tolbrand	15	14	17	10	15	13	3	2	4	1	2	7	28	7	5	1D6-1K	5"
Beck Wyncote	18	19	18	13	10	16	8	9	5	7	3	8	33	7	7	4D6N	6"
Lurry Sny	14	19	15	10	14	17	7	3	6	2	4	6	25	8	7	1D6-1K	7"
NPCS IN "DISASTER AT THE CANARVON MINES"																	
Lord Canarvon	12	13	18	15	18	13	5	2	4	2	2	7	35	7	5	1D6+1K	6"
Nel Nordeen	19	19	19	16	13	15	4	1	4	1	3	8	40	8	7	1D6+1K	6"
NPC IN "CYCLOP'S VALE"																	
Rarg	50	5	35	25	8	30	25	5	16	4	2	20	120	6	2	10D6N	A10"
NPC IN "CITY OF THE PECH"																	
Ithurriel	6	20	19	11	17	18	4	1	4	1	3	6	24	7	7	1D6-1K	7"
NPC IN "AERIE OF THE HIRAZI"																	
Bellenden Durandal	20	21	17	15	19	20	8	9	5	7	4	8	44	10*	8	2D6K	10"
NPC IN "THE ETERNAL TRIANGLE"																	
Morgus	19	19	19	13	21	19	8	7	8	8	4	8	35	9	4	1D6-1K	13"

FANTASY HERO POISON CHART

Name	Form	Prep/Apply	Cost	Effect
Maceo	venom	liquid	5gp	Destroy (7D6 STUN).
Perolk	leaf	paste	8gp	Destroy (2D6 STUN & 1D6 BODY).
Yosis	sap	fluid	15gp	Dazzle (Constant — Permanent) Onset in 1-10 days.

FANTASY HERO MASTER MILITARY CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	Move
CITIZENS OF CORONAN																
Captain	18	17	19	17	16	13	7	10	7	3	8	45	10	3	1D6+1	7"
Guard	17	15	17	15	8	12	7	10	7	3	8	34	8	3	1D6+1	6"
Constable	14	13	12	11	12	10	7	10	7	2	6	27	4	4	3D6	6"
Worker	16	14	17	14	12	12	7	10	7	2	7	31	5	5	4D6	6"
TROGLI TRIBESMEN																
Kor'laak	20	15	20	19	17	13	5	11	5	3	8	46	9	6	5D6	7"
Sub-leader	16	13	17	16	16	12	5	10	5	3	7	38	6	5	4D6	7"
Warrior	13	11	13	11	15	9	4	7	4	3	6	25	4	4	4D6	7"
Female/Young	12	12	12	10	10	6	2	5	2	3	5	22	4	4	3D6	6"
PEOPLE OF THE IIANII																
King	13	18	14	12	19	10	4	9	4	4	6	26	9	6	1D6	6"
Wizard	8	16	10	8	15	5	1	4	1	3	4	17	5	5	2D6	6"
Warrior	11	14	12	11	13	9	4	8	4	3	5	23	7	5	1D6	6"
Female/Young	7	12	8	8	10	1	0	1	0	3	3	15	5	4	1D6-1	4"
AVIAN FOLK																
Shiro	15	16	15	12	17	12	7	10	7	3	6	29	7	5	1D6	7"
Suruna	10	13	14	8	15	5	1	4	1	3	5	21	6	4	1D6	6"
Karuna	11	13	5	13	3	8	4	7	4	2	5	16	5	4	1D6	6"
Female/Young	8	10	12	4	10	2	0	2	0	2	4	14	4	3	1D6-1	6"

FANTASY HERO HERB CHART

Name	Form	Prep/Apply	Cost	Effect
Alzo	leaf	chew	27gp	Antidote for Yosis.
Amar	leaf	poultice	70gp	Heal sup to 3D6
Dorn	leaf	poultice	40gp	Heals up to 10 STUN or BODY pips lost due to burns.
Jaymis	algae	dry/eat	60gp	Adapt (5 hrs.) Breathe underwater.
Oranto	mushroom	eat	100gp	+2spd. for 4 turns; 1-4 STUN pips taken 8 Turns later.
Pok	mushroom	suck	200gp	Heals brain damage.[2d6 Int/Ego]
Sterhen	nut	eat	60g0	Aid (1D6 DEX) lasts 4 Turns.
Thurlen	clove	brew	2gp	Heal 2D6.

WIND CHART

Wind Roll	Speed (mph)	Type	Effects on Land
99-100	under 1	Calm	Calm; smoke rises vertically.
86-98	1-3	Light	Smoke drift indicates wind direction; vanes do not move.
66-85	4-7	Light breeze	Wind felt on face; leaves rustle; vanes begin to move.
46-65	8-11	Gentle breeze	Leaves, small twigs in constant motion; flags extended.
31-45	12-18	Mod. breeze	Dust, leaves and small branches move.
21-30	19-24	Fresh breeze	Small trees in leaf begin to sway.
16-20	25-31	Strong breeze	Larger branches of trees in motion.
11-15	32-38	Moderate gale	Whole trees in motion; resistance felt when walking against the wind.
06 to 10	39-46	Gale	Branches broken off trees.
-49 to 05	47-54	Strong gale	Structural damage occurs; slate blown from roofs.
-75 to -50	55-63	Fierce gale	Seldom experienced on land; trees uprooted; considerable damage occurs.
-150 to -76	64-82	Hurricane	Very rarely experienced; usually accompanied by widespread damage.

CLASSES OF CLIMBING CHART

Difficulty	MN Roll required every X hours	Equipment/Technique (Sample Site Employed)
<i>Routine to Light</i>	4 hours	Walking. No special equipment or technique. (Arle Valley)
<i>Easy to Hard</i>	3 hours	Scrambling. Boots advisable. Good balance required. (Mt. Ondothorn)
<i>Light to Extra Hard</i>	2 hours	Climbing. A rope should be available. (Mt. Dolothorn)
<i>Medium to Sheer Folly</i>	1 hour	Exposed Climbing. A rope, belays, and belay anchors are required. (Mt. Pelathorn)
<i>Hard to Absurd</i>	1/2 hour	Difficult Climbing. Protection anchors for the leader are necessary. (Mt. Erethorn)
<i>Very Hard to Insane</i>	1/4 hour	Aided Climbing. Multiple ropes and anchors must be used. (Mt. Nalrothorn)

HOW TO USE THE CLASSES OF CLIMBING CHART:

When PCs decide to venture into the Peligris region, they are considered to be climbing; whether up a mountainside or through a valley, the Climbing Skill Bonus may be used.

Option #1: A Moving Maneuver Roll one or two ranks more severe may be used instead of the Climbing Roll.

Option #2: A Rappelling Roll one or two ranks less severe may be used instead of the Climbing Roll.

Option #3: If the GM wishes, a new skill called "Mountain Climbing" may be created. Mountain Climbing Skill Ranks cost one development pt. more than Climbing (i.e., 2/5 becomes 3/6). When employing this option, only the Mountain Climbing and Rappelling Skills may be used to travel across the mountainous countryside.

The chart above indicates the Classes of Climbing required to journey through the peaks of Peligris.

DEFINITIONS:

Aid Climbing: Progress is made through the use of equipment. To climb by means of an aid.

Anchor: Any means of attaching the rope to the cliff. It may be natural, such as a tree, or artificial, like a piton.

Belay: Any way of checking a falling climber by means of the climbing rope; i.e., wrapping the rope around the belayer's body to produce the friction necessary to slow a fall. Reduces the severity of a fall.

Exposed Climbing: Climbing where an unchecked fall would be long and probably lethal.

Free Climbing: Climbing without artificial aids, using only the natural holds on the rock for progress.

Protection Anchor: To place anchor in order to shorten the length of a fall.

Rappelling: A means of descent by sliding down a rope under the control of the friction of the rope passing around the body.

PRICE LISTINGS IN CORONAN

ACCESSORIES

(GM Note: for more information on any accessory, consult ICE's *Character Law & Campaign Law*.)

ID#	Item	Cost	Notes
001	Arrows (20)	5bp	—
002	Backpack	25cp	Holds 20 lbs; 1 cubic foot.
003	Bedroll (light)	23cp	Wool.
004	Bedroll (heavy)	8bp	Wool/fur.
005	Boots	12bp	Leather.
007	Bucket	4bp	Copper; Holds 3 gallons.
009	Candle	4cp	Lights 20' diameter; burns 2 hours
012	Chain	7bp	Iron; 10' long.
014	Charcoal	2bp	Hot; burns for 4 hours.
015	Chisel	85cp	Iron; -40 dagger.
016	Cloak	9bp	Cloth.
017	Climbing pick	27bp	Iron; -15 mattock.
018	Coat	17bp	Hide.
019	C'bow bolts(20)	12bp	—
021	Flint & steel	1bp	Starts fire in 1-10 minutes.
023	Gloves	22cp	Heavy leather & lined.
024	Grappling hook	11bp	Iron; Grip failure = 02-03.
025	Hammer	12bp	Iron; -30 mace.
027	Harness	1sp	Leather & brass; with bit & reins.
028	Hat	6bp	Leather.
030	Ink	15cp	Black; non-soluble.
031	Ladder	33cp	Wood; 10'; bears 400 lbs.
032	Lantern	13bp	Lights 50' diameter.
035	Nails (20)	9tp	Iron; 3" long.
037	Oil flask	4bp	1 pint (6 hour refill).
041	Pants	26cp	Cotton.
042	Paper (10 sheets)	14bp	Papyrus.
045	Pitons (10)	21cp	Iron.
049	Quill-pens (10)	44tp	Goose.
050	Quiver	1bp	Holds 20 arrows/bolts.
052	Rope	9bp	Superior quality; 50' in length.
053	Sack	8cp	Holds 50 lbs; 3 cubic feet.
055	Saddle bag	9bp	Holds 15 lbs; 1.5 cubic feet.
057	Scabbard	3sp	—
060	Spade	19bp	Iron; wood shaft.
065	Tinderbox	2cp	Wood; enough for 7 fires.
066	Torch	4tp	Lights 20' diameter (6 hours).
059	Tunic	3bp	Cotton.
068	Waterskin	1cp	Holds 1 pint.
069	Weapon belt	6bp	Holds 2 scabbards, 3 pouches.
071	Wedge	33tp	Iron.
072	Whistle	24bp	Wood/brass 4"; Range = 1+ mi.
073	Wire	8bp	Copper; 100'; (10 Gauge).

ARMOR

ID#	Item (Armor Type)	Cost	Notes
101	Leather Jerkin (5)	12bp	Weights 7-12 lbs.
104	Leather Coat (6)	7sp	Weights 15-20 lbs.
105	Leather Coat (7)	1gp	Weights 17-25 lbs.
106	Full-length Coat (8)	13sp	Weights 19-30 lbs.
107	Leather		
	Breastplate (9)	6sp	Weights 10-18 lbs.
108	Chain Shirt (13)	19sp	Weights 15-25 lbs.
109	Full Chain (15)	85sp	Weights 35-50 lbs.
110	Chain Hauberk (16)	10gp	Weights 35-50 lbs.
111	Breastplate (17)	37sp	2 pc. Weights 20-30 lbs.
112	Half Plate (19)	18gp	Weights 50-70 lbs.
113	Full Plate (20)	39gp	Weights 60-85 lbs.
115	Normal Shield	75bp	+20 vs melee/missile. Weights 10-20lbs.
116	Full Shield	9sp	+25 vs melee/missile. Weights 15-30 lbs.
119	Leather Helmet	2sp	Weights 1.5-2.5 lbs.
121	Pot Helm	6sp	Weights 1.5-3 lbs.
122	Full Helm	15sp	Weights 2.5-5 lbs.
123	Visored Helm	2gp	Weights 2-5 lbs.

FOOD, LODGING AND SERVICES

ID#	Good/Service	Cost	Notes
301	Small beer	2tp	Pint.
301	Tulan Dark Ale	3tp	Pint. Brewed by the Canarvons.
301	Harkness Lager	6tp	Pint. Imported.
301	Ankor Stout	8tp	Pint. Imported.
302	Brandy	15tp	Half-pint.
303	Cider	1tp	Pint.
305	Wine	1cp	Pint.
306	Light Meal	11tp	01 illness.*
307	Normal Meal	23tp	01 illness.*
308	Heavy Meal	28tp	01 illness.*
309	Week's Rations	7cp	Normal spoilage. Weights 18lbs.
310	Trail Rations	15cp	1 week's rations: Preserved. Weights 14 lbs.
313	Poor lodging	13tp	Communal sleeping, 1 night.
314	Average lodging	26tp	Separate beds, 1 night.
315	Good lodging	33tp	Separate room at the Inn of Roses for 1 night.
316	Stable	3tp	Includes feed for beast, 1 night.

*The risk may be increased or decreased by circumstances, the heeding of prudent instructions, additional payments, etc.

TRANSPORT

ID#	Good/Animal	Cost	Notes
407	Llama	8gp	Great climbers.
408	Donkey	4gp	Ubiquitous.
410	Pony	11gp	Rare.
418	Small boat	7gp	Capacity: 1000 lbs
421	Canoe	85sp	Capacity: 700 lbs.
425	Hand cart	12sp	Capacity: 250 lbs.
426	Donkey cart	4gp	Capacity: 800 lbs
432	Open wagon	6gp	Capacity: 1200 lbs

WEAPONS

ID#	Weapon(s)	Cost	Notes
502	Battleaxe (ba)	3gp	2h. 5-9 lbs.
508	Broadsword (bs)	25sp	1hs. 3-5 lbs.
511	Club (cl)	15tp	1hc. 3-7 lbs.
513	Heavy		
	Crossbow (hcb)	6gp	mis. 8-12 lbs.
514	Light		
	Crossbow (lcb)	36sp	mis. 4-8 lbs.
517	Dagger (da)	8sp	1hs/th. .75 lbs.
518	Darts (dt)	17bp	th. .5-1 lb.
525	Handaxe (ha)	1gp	1hs/th. 4-6 lbs.
531	Lasso (la)	1cp	th. 2-5 lbs.
532	Long Bow (lb)	25sp	mis. 2-3 lbs.
534	Mace (ma)	15sp	1hc. 3.5-8 lbs.
543	Quarterstaff (qs)	1bp	2h. 3-5 lbs.
548	Short Bow (sb)	16sp	mis. 2-3lbs.
549	Shortsword (ss)	2gp	1hs. 2-4lbs.
552	Spear (sp)	5sp	pa/th. 3-8 lbs.
556	2-hand Sword (th)	5gp	2h. 5-12 lbs.
557	War Hammer (wh)	24sp	1hc. 4-7 lbs.
558	War Mattock(wm)	28sp	2h. 4-8 lbs.
559	Whip (wp)	4sp	1hc 2-5 lbs.

Equivalencies:

1 gold piece (gp) = 10 silver pieces (sp)
 1 silver piece (sp) = 10 bronze pieces (bp)
 1 bronze piece (bp) = 10 copper pieces (cp)
 1 copper piece (cp) = 10 tin pieces (tp)

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Look for these I.C.E. and Hero product lines at your favorite retail outlet. Each of the role playing systems is supplemented with a variety of support material.



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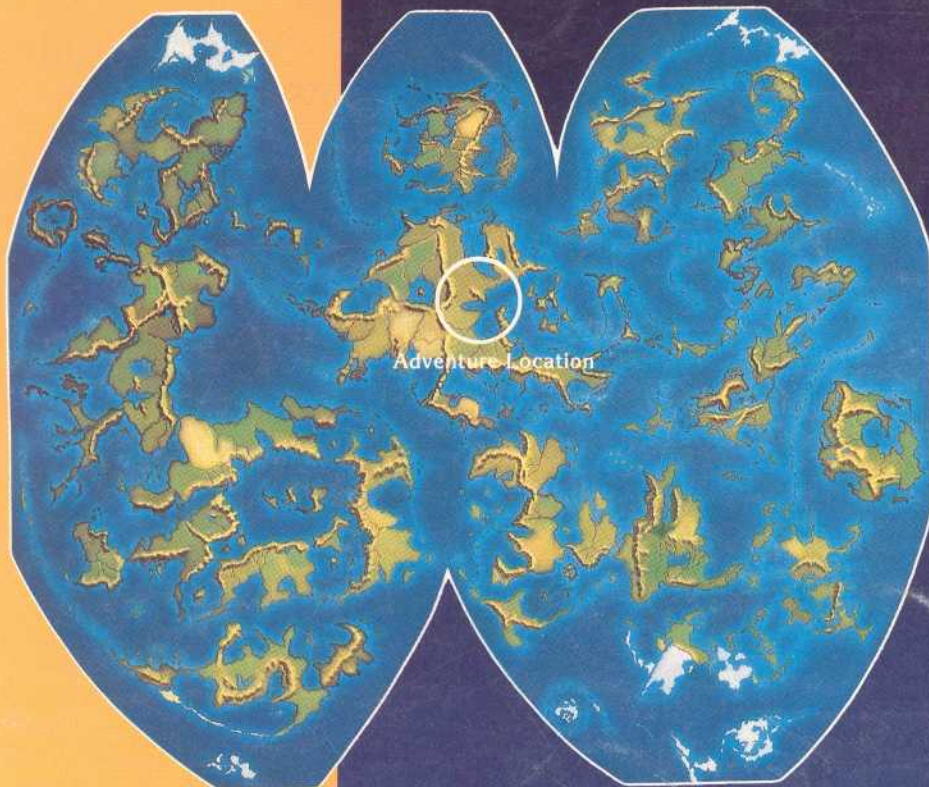
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Made in U.S.A.

#6009



Produced and distributed by
I.C.E., Inc.
P.O. Box 1605
Charlottesville, VA 22902



ISBN 1-55806-042-1